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- TONY HAWK'S PRO SKATER 2

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ZONE OF THE ENDERS

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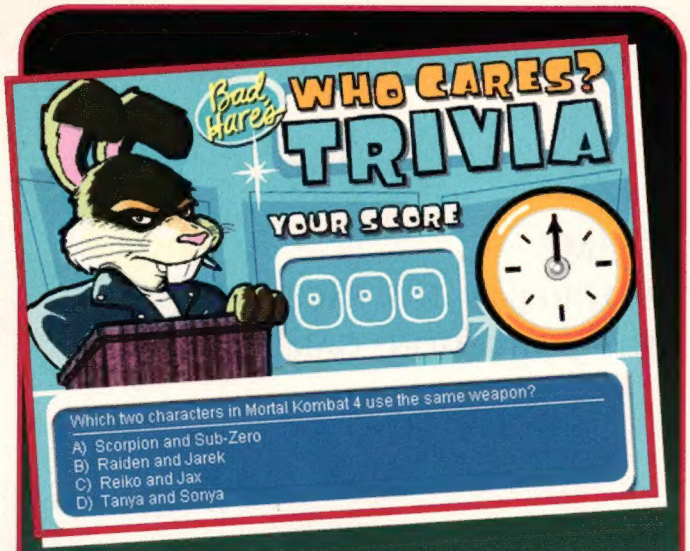

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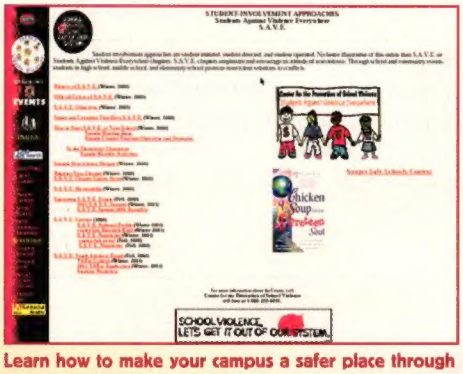

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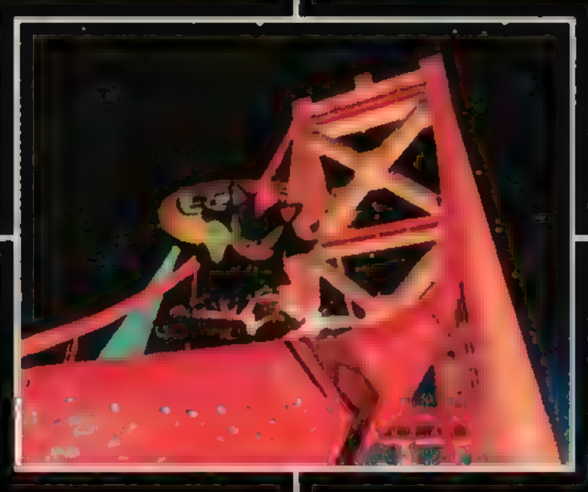

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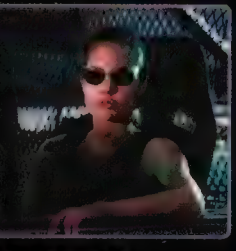
Video Game Movies: Tomb Raider & Final Fantasy

Are we about to see two additions to the trash heap of movies based on video games, or are these two franchises being recycled into golden celluloid? Star Dingo traveled to the set of *Raider* to meet the human Croft and find out...



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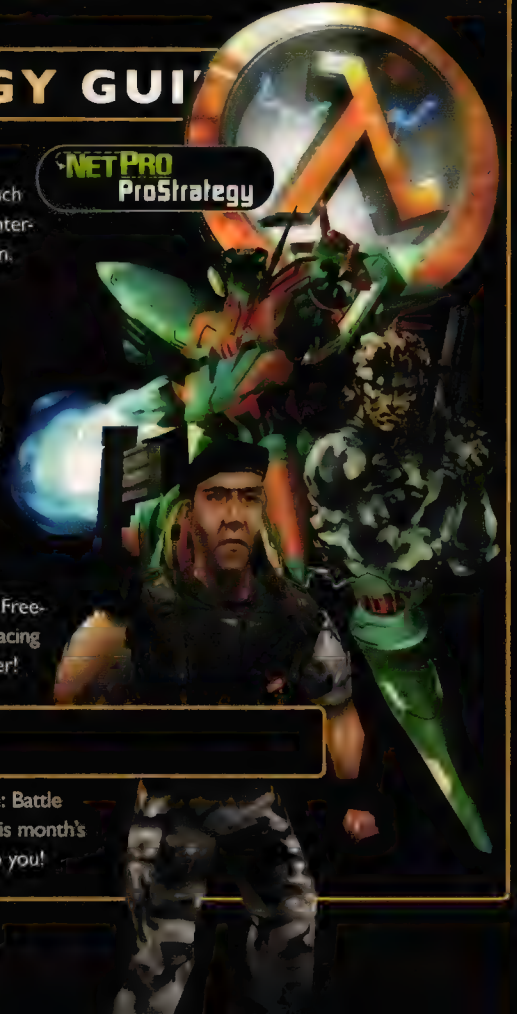

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S.W.A.T.PRO

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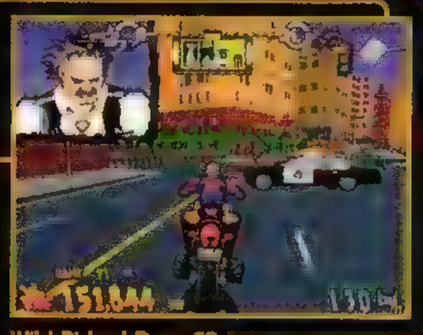

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- Resident Evil Code: Veronica X (PS2)
- CART Fury (PS2)
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- In Theaters—*Final Fantasy: The Spirits Within*
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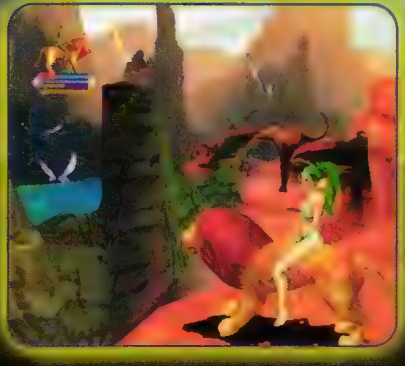

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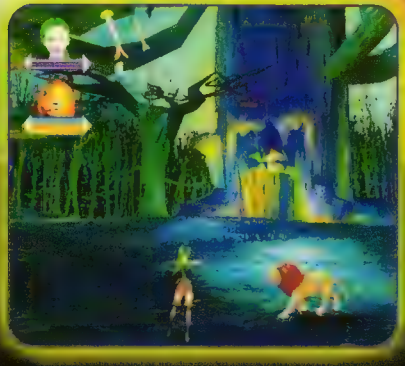

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Editor's Letter

Of Hedgehog's And Handhelds

Sonic the Hedgehog is celebrating 10 years of historic gameplay with something old and something new. Sonic Adventure 2 headlines Dreamcast's farewell party (see our cover Pro-Review)—while Sonic the Hedgehog Advance heralds a new era in handheld gameplay.

In fact, when the smoke clears, the hottest game system of the year may turn out to be...the Game Boy Advance? Even if the Xbox and GameCube are here by the end of the year (see ProNews), the GBA is available now in a store near you (or will be in a few days). Plus, the GBA—with its 32-bit processor and large, color LCD screen—propels the Game Boy machine up the evolutionary ladder...while remaining backward compatible! Take a look at our Game Boy Advance special feature to see just what we're talking about.

Moreover, the Game Boy Advance is reviving 16-bit classics that are so old—they're new. Gamers may have forgotten how great Super Mario Bros. 2, Pitfall: The Mayan Adventure, and Earthworm Jim were, but they're back and even more impressive on the GBA. The system's launch lineup also includes awesome games based on 16-bit hits that have been completely re-designed to show off the Advance's muscle. F-Zero: Maximum Velocity, Castlevania: Circle of the Moon, Tony Hawk's Pro Skater 2, and even Super Dodge Ball Advance are out to forever change your notion of handheld gaming.

Sonic the Hedgehog isn't the only long-distance runner in the video game race: The Little-Handheld-That-Could continues its own amazing trek. It has outlived more powerful game systems like Sega's Dreamcast; outdistanced its big brother, the Nintendo 64; and is maintaining its ground against the PlayStation and the PlayStation 2. Who's to say that the GBA—the Game Boy for the 2000s—won't fare as well against the Xbox and GameCube?

The GamePros
San Francisco, CA
letters@gamepro.com

HEAD2HEAD

150-10 = 150

I just recently received your 150th anniversary issue [March]. I saw on pages 52 and 53 that you made a creative two-page diagram showing all the magazine covers you've ever published. This was a very cool spread indeed, so I, for some reason, began counting the issues on the two pages one by one. When I got to the end, however, I was surprised to find that I'd counted only 140 issues. If this was your 150th issue, there would naturally be 150 issues on those two pages. I have counted again and again. I am fairly good with math and so I don't think that I made a mistake in counting. Where are your other 10 issues?

▶ **Nick Caputo–Springfield, OH**

Nick, you stickler for detail, you. Surely you peeped the little note on the lower-left side of page 52 that says, "Note: Not all covers shown." Those other 10 covers are special issues of *GamePro* that we put out in the old days—stuff like *Celebrity Video Gaming*, *16-Bit Video Gaming*, *The Adventures of GamePro* and other skeletons we don't like to exhibit. Thanks for pouring salt on the re-opened wounds.

Cash-and-Carry

Your magazine rocks! But anyway, I have a question: If you reply to a letter, do you send a copy of your answer to the person? Or do they have to buy the next few issues to find out if their letter got a response?

▶ **Aaron Borges–Portsmouth, RI**

Well, $5.99 just gave you the answer.

We Actually Liked EGM's Joke, Too

I would just like to congratulate you guys on your great work in getting so many new readers each month! Between issues 150 and 151, you guys went from more than "3.1 Million Readers" [March cover] to more than "3.1 Trillion Readers" [April cover]! Wow! Keep up the good work!

▶ **Josh Holzer–Jefferson City, MO**

Thanks. We went out and colonized other planets just so we could boost our readership numbers past the number of people on Earth. We split up the planets with the other mags—*GamePro* took Mars and *EGM* chose Neptune. Wait, it was either that or Dr. Zombie, our cover maestro, created his own little April Fools stunt and didn't even tell the staff that he was pulling a fast one. Not sure which.

Arr, Matey–GameCube Booty!

I've been noticing strange choices by Nintendo. Correct me if I'm wrong: GameCube games will run on mini-discs–unlike PS2 and Xbox games, which run on normal size discs so these two machines can also play DVDs and music CDs. I think Nintendo's GameCube should be able to do the same as its competitors, or even better. So why would you want a machine that plays only GameCube games when you could buy an Xbox or PS2 that does more? The PS2 can even play old PlayStation games. I just hope Nintendo doesn't go the same way as Sega.

▶ **Eben McCue–Gorham, ME**

Let's get one thing clear: Nintendo sees itself as a video game company. Sony and Microsoft see themselves as interactive entertainment companies. Is it short-sighted of Nintendo to make a machine that is not multifunctional and which gives consumers less options, or is Nintendo keeping its product pure by focusing on what it does best? People will probably argue that one back and forth for years. But here's one other reason Nintendo's going with custom discs: piracy—or lack of it. That's the same reason Nintendo went with a cartridge format for the N64 while Sony and Sega used CDs; carts are much harder to copy, and Nintendo has always been a big target for thieves. So a custom-made, slightly-smaller nonstandard format makes it more difficult for the no-goodniks to rip off Mario.

Broadband's a Beach

Why did the Xbox go all broadband? I know Microsoft wants speed, but many people don't have broadband–including me–which means no add-ons to games and no online gaming. Why hype up online gaming downloads if half the population won't be able to use them? If the Dreamcast could use a 56K modem with four players on a console, then why can't the way, way, way more powerful Xbox?

▶ **Louis Rossman–Staten Island, NY**

If Microsoft doesn't drag you kicking and screaming into the future, Louis, Sony will: When the PS2 goes online, it, too, will be broadband-only. GameCube will feature a broadband adapter when it comes out as well. Hey, even the Dreamcast is wired for the big, fat Internet pipes of tomorrow, today. The thinking goes like this: Microsoft/Sony/Nintendo/Sega says, "Broadband is the future. It's just a matter of when. If it's coming, let's be ready for it and not be obsolete by the time our next-gen machines come out. Let's make some decent broadband content so people will want to upgrade their connections that much sooner." Meanwhile, Joe Consumer says, "Wow, look, the PS2 and Xbox and Dreamcast and GameCube all use broadband connections...maybe there's something to it! Maybe I should upgrade and be ready for the future—today!"

BERRY PANIC
WHAT A FRONTSIDE LIPSLIDE TASTES LIKE
Tang
Berry Panic

Codes of Old

I was hoping you could put more Super Nintendo, Genesis, and NES codes in your magazine, because it would be cool to see all the codes I never knew about. Maybe every month you could publish a "classics" section that reveals secrets from the past.

▶ **Tony LaTona–Rochester, NY**

Tempting as it is to make fun of your name, we'll give you a straight answer instead: We actually have dipped into the past and posted a whole boatload of classic console codes on our Web site. Check out the cheats section of **gamepro.com**, and you'll find tricks for SNES, Genesis, Saturn, and many more consoles of yore. Plus, our April and June issues do have a page or two of Classic S.W.A.T.Pro.

We're All Winners, Eh?

I'm a Canadian and a loyal GamePro since 1997, though I bought my first ish of your mag in 1993. I'd love to win one of your contests, but I can't because I'm a Canadian resident not a U.S. resident. Why aren't you including us Canadians? Are you racists or something? Just because we have maple leaves in our blood doesn't mean we're different. Our Canadian contests include your sorry red, white, and blue asses. Why can't you let GamePros north of the border have a chance to win something over in San Francisco, California, huh?

▶ **Rage–Via Internet**

Far be it from us to provoke an angry Canuck. We have a theory that the last time Americans got Canadians angry, they sent Celine Dion our way. But, sometimes, *GamePro* isn't the one that's imposing this restriction—it's often a law. If you're in Quebec, for instance, our contests are not available because they're not printed in both French and English. Heck, some American states can't share in the booty, either: Alaska and Hawaii usually have to bow out of contests, and so do Florida and New York pretty often. As a result of your inquiry, however, we checked in with our lawyers (who scare us more than angry Canadians), and the rules have been amended so the rest of Canada can enter the contests. See? One letter can make a difference. Meanwhile, we're sorry for those other Canadians who can't partake with the contests. You'll have to be content with great beer, world-class hockey—and free health care.

Major Psychic

I was looking back at old *GamePro* magazines last night and came across your January 2000 issue. I was reading through it when I found the Editors' Choice Awards, so I re-read your predictions for the future of gaming–and I perused Major Mike's prediction: He said that Sega wouldn't disappear totally but would become a third-party developer for the PlayStation 2 and GameCube. How could he know all of this more than a year before it happened?

▶ **Rattrapt232–Via Internet**

Because Major Mike has powers of prognostication that exceed those of mere mortals. For what it's worth, Air Hendrix also predicted Sega's shift to PlayStation 2 development in that article. What can I say? *GamePro* editors are seriously mental. Uncle Dust can bend spoons with his mind. But Miss Spell can stop traffic.

Do you ever get a strange urge to communicate with the writers of *GamePro*?

four-eyed_dragon@gamepro.com
brobuzz@gamepro.com
uncle_dust@gamepro.com
major_mike@gamepro.com
danelektro@gamepro.com
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Dear Editor
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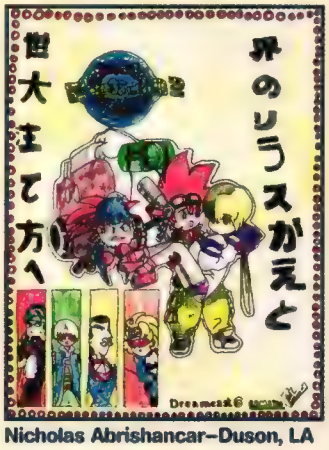
Art Attacks!

Pick of the Month!

Jennifer Kubota–Weston, FL

John Vooys–Calgary, Alberta, CAN



Nicholas Abrishancar–Duson, LA

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PG-13 FOR LANGUAGE, SOME SEX AND DRUG RELATED HUMOR

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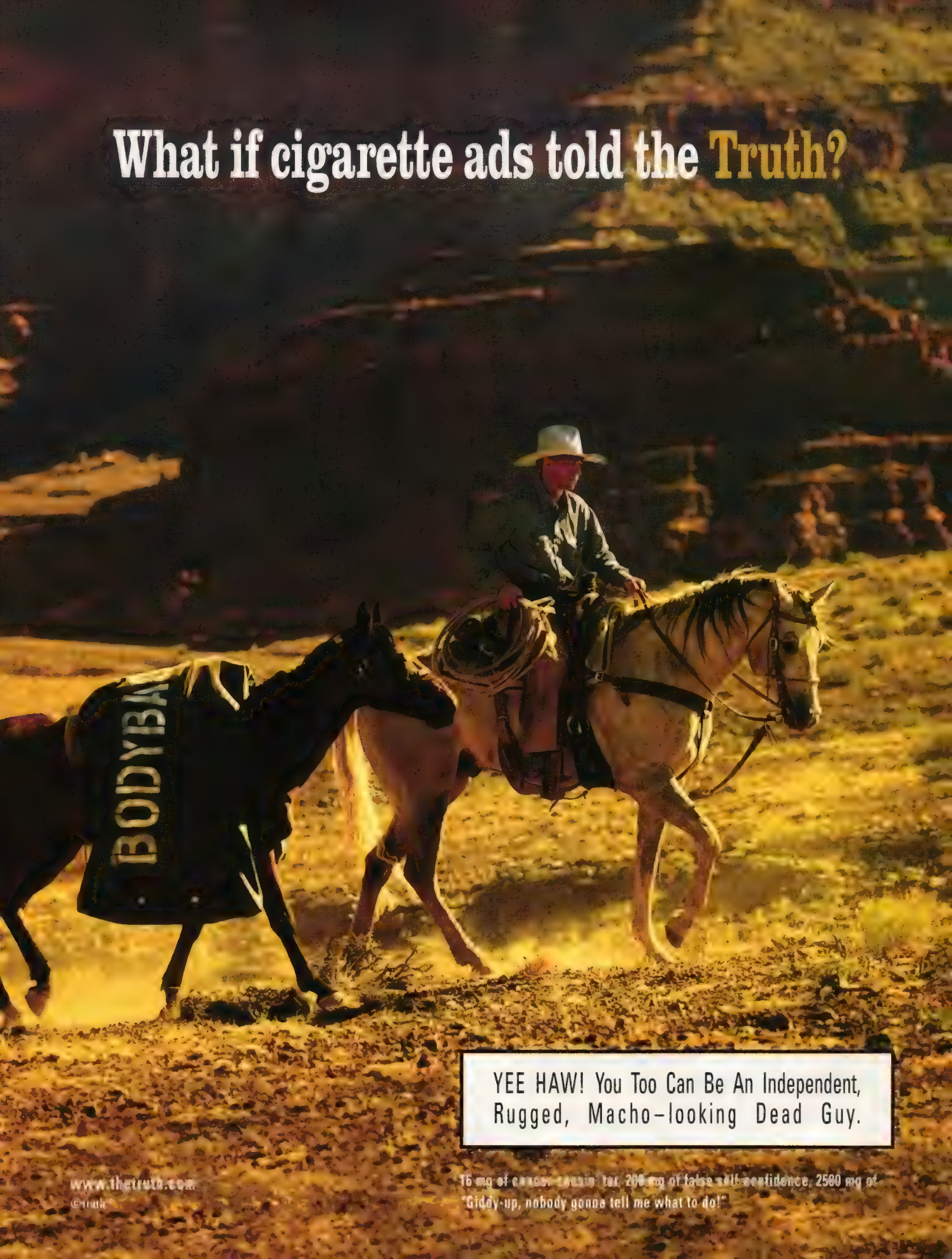
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Buyers Beware

By The Watch Dog

Ahh, summer. Picnics, fireworks, swimming, PlayStation 2 questions. Yes, a day without PlayStation 2 questions is like a day without sunshine, and nothing's worse than a rainy day during summer vacation.

Q I recently rented The Bouncer for my PS2. The back of the box says it's for one to two players or one to four players with the PS2 Multitap, but only my PS2 controller works with the game. My other two analog controllers don't function with it. So why did Sony say that the PS2 is backward compatible with PlayStation accessories? My only guess as to why the original controllers don't work is the game uses the pressure-sensitive function of the PS2 controller.

Smash Adams 007—Via Internet

A The Watch Dog replies: That's exactly right, smart guy. Page two of the game's manual (you know, the little book that comes in the box) reads: "Due to the analog features of this game, The Bouncer does not support the original PlayStation digital controller or the original Dual Shock analog controller. The game is optimized for use with the analog functions of the Dual Shock 2 controller."

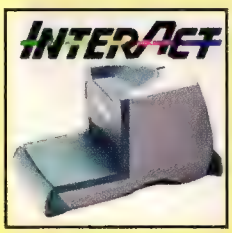
To get bouncy with Bouncer, you'll need PS2 Multitaps.

That's fine, but the box itself should also state this detail so consumers don't buy the game thinking they can play a four-player game with their old PlayStation controllers. Without a clear disclaimer printed on the box, purchasers have no reason to believe otherwise. While Sony did feel obliged to state on the box that you need a PlayStation 2 Multitap (rather than a PlayStation Multitap) to play with four players, the box doesn't say you need PS2 controllers. Yet a PS2 Multitap is only a $35 investment, while three new Dual Shock 2 controllers (for four-player games) would cost $105. Luckily for Smash Adams 007, he was only renting the game—people who bought the game may justifiably feel cheated. Sony should correct its labeling, so consumers know what they're buying and what they'll need to buy for full use of any game.

Q I recently bought InterAct's DexDrive for my PlayStation. Will it work with the 8 MB PlayStation 2 memory cards? Or will I have to buy a new DexDrive?

Dave Calhoun—Via Internet

A The Watch Dog answers: No, the DexDrive won't work with the PS2 memory card. Yes, InterAct now has a similar product for the PS2 called the SharkPort ($29.99). Besides enabling you to save games from your memory card to your PC hard drive, it also gives you the option of downloading GameShark codes to your memory card, so you don't have to enter them manually.



The DexDrive doesn't make it to the nex generation.

Q I purchased InterAct's GameShark 2 for the PlayStation 2. Even though it comes with a "Bonus Disc" that has a library of codes for original PlayStation games, the GameShark 2 won't let me input new codes for my original PlayStation (not PS2) games. I don't want to buy the GameShark 2 and the GameShark CDX. Sony made the PS2 backward compatible for good reason—the GameShark 2 should be backward compatible as well.

Mmanuelle—Via Internet

A The InterAct Web site reads: "The GameShark 2 is for PlayStation 2 titles only. The Bonus Disc that came with the GameShark 2 will allow you to use enhancement codes for select [original] PlayStation games on your PlayStation 2. The Bonus Disc is simply that, a bonus. If you wish to use GameShark codes for [original PlayStation] titles that are not provided on the Bonus Disc, [you must purchase] the GameShark Lite or GameShark CDX v3.4 (and higher). Both of these GameShark versions allow the user to add new titles and codes to the already enormous code library."

Q Every time I try to play a PS2 game that has a blue underside, it doesn't work. All my games and movies that have a silver underside work. Do you know what the problem is?

Demauled—Via Internet

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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A A Sony customer service rep replies: "The discs with the blue bottoms are CDs, and the ones with the silver bottoms are DVDs. Have you tried cleaning the bottoms of the CDs? Use a dry, lint-free cloth, such as the small, circular ones sold at record stores. Do not use a T-shirt or paper towel, which are abrasive and may damage the CD. If that doesn't work, try using the auto-diagnosis feature. At the main menu, press △ to access Version Information. At the Version Information screen, highlight Console, then press △ to access Options. Press × to toggle on Diagnosis. If that doesn't work, you should send in your system for service at a Sony service center (call Sony for the center nearest you). If your 90-day warranty has expired, it will cost $110, plus $9 for shipping. That will cover most parts and labor. If it's going to cost more, we'll call you before doing the repair. Include a letter with your name, address, phone number, and a description of what's wrong. Also include a check or money order or a credit card number and expiration date. Send by traceable mail, such as UPS or Federal Express. It will take 15 to 20 business days once it's assigned to a technician, and will be returned to you with a new 90-day warranty."

The Watch Dog adds: We've been receiving many letters about similar problems with the PlayStation 2. No matter what, as soon as you think you have a problem with your PS2, call Sony immediately (800/345-76669). You don't want your 90-day warranty to expire, then have to shell out $119 for repairs.

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

GAMECUBE DELAYED

Launch date slides a month for U.S.; still expected for holiday season

Mario giveth and Mario taketh away. Not long after surprising gamers with the news that the Game Boy Advance would ship a month early, Nintendo announced that its latest bid for console supremacy, the GameCube, would be postponed from its initial October U.S. release date to November. The launch of the machine in Japan was pushed from July to September 14. The GameCube is the third Nintendo console to suffer from a delay or rescheduling: The Super NES debuted roughly six months late in 1990, while the Nintendo 64 was held up for three months in Japan and about five months in the U.S. when it launched in 1996.

The GameCube suffers a short delay in Japan and the U.S.—but Nintendo swears it's for the best.

In a statement, Nintendo of America said, "Nintendo's priority has always been to develop the highest quality hardware and software at affordable prices—we will bring out only the very best, nothing less. This latest announcement out of Japan regarding Nintendo's GameCube simply confirms that we are on track for a U.S. launch this fall as we have previously stated. The system is scheduled to launch in November, before the all-important holiday season. The Japanese launch date has been rescheduled for September to ensure that the GameCube will launch with sufficient quantities of both hardware and great software. We have already delivered over 600 GameCube development kits to outside developers, and many of these games will be ready for E³. We have high hopes for the show and are confident the games will impress and astound attendees." In a separate statement, Nintendo of America spokeswoman Perrin Kaplan said that the delay was due to the company's negotiations over component prices.

In an interview, Nintendo President Hiroshi Yamauchi stressed how important the machine's showing at the annual Electronic Entertainment Expo is for the company. As of this writing, Nintendo had not released an official list of GameCube software titles; this information, along with a retail price and a specific calendar release date, will be made known at E³ in Los Angeles. For an updated, post-E³ report with full details on the GameCube launch plans, check **www.gamepro.com**.

NEWS BITS

Crazy Taxi Champ Crowned

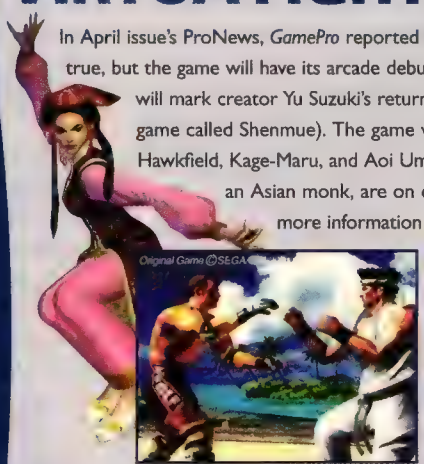
Sega held the Sega Dreamcast Championships in early April, crowning St. Anne, IL, college freshman Lindsay Gall as the best Crazy Taxi driver in the country. As the victor, she took home $15,000 (enough to buy her own taxi—or maybe just pay for some of her tuition) and a trip to Jamaica. California's Michael Pirring won second place and $10,000, while Roger Mogle, also from St. Anne, IL, earned $5,000 in third. Finalists were culled from Sega's Mobile Assault Tour, which toured the country from May to December last year. While there was some controversy at the competition concerning unorthodox techniques some players used to run up their scores, in the end, pure skill prevailed. Congrats, Lindsay!

Columbine: $5 Billion Lawsuit

Sega, Sony, Nintendo, GT Interactive, and id Software were among the 25 entertainment companies named in a $5 billion lawsuit brought by families of the victims of the Columbine massacre. The suit, filed in April, names first-person shooters Doom, Quake, and Redneck Rampage. A similar lawsuit filed after the violence in Paducah, KY, was dismissed last April.

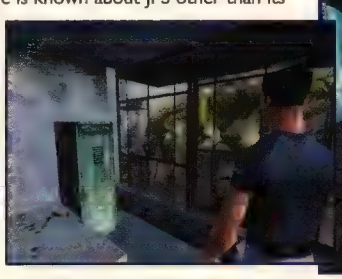
VIRTUA FIGHTER 4 UPDATE

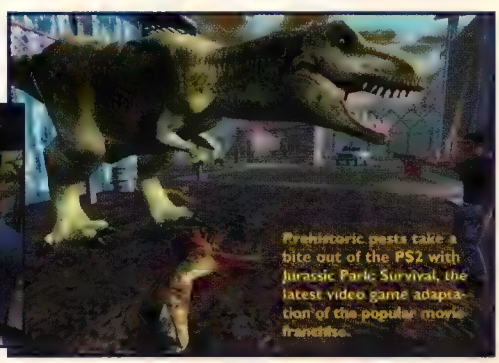
In April issue's ProNews, *GamePro* reported that Virtua Fighter 4 would be released for the PlayStation 2. That's still true, but the game will have its arcade debut in Japan first. Built around the Naomi 2 coin-op hardware, the game will mark creator Yu Suzuki's return to the VF franchise after four years (during which he worked on some game called Shenmue). The game will feature the return of popular characters such as Akira Yuki, Wolf Hawkfield, Kage-Maru, and Aoi Umenokouji, as well as both Pai and Lau Chan; new characters, including an Asian monk, are on deck, too. These early screens look extremely promising. We'll have more information as it develops.



MOVIE LICENSES LIVE WITH JURASSIC PARK

PlayStation 2 owners will have a small Dino Crisis when Jurassic Park: Survival hits the console system this fall from Universal Interactive. Little is known about JPS other than its narrative, which should mirror the events that occur in its big-screen counterpart this July. You can check for more info in upcoming issues of *GamePro*.





Prehistoric pests take a bite out of the PS2 with Jurassic Park: Survival, the latest video game adaptation of the popular movie franchise.

PlayStation.2

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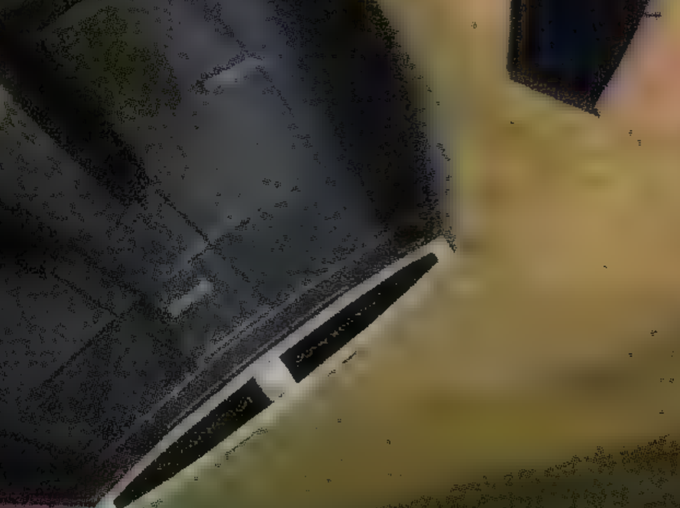

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EVERYONE

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InterAct SharkPort

Rating: 2.5

Like the DexDrive before it, the SharkPort enables you to transfer data between your PC and PS2 memory card/GameShark 2 via a special USB cable. Installation was easy, and the thing performed as advertised—once. After a single successful attempt at copying saves to a hard disk for backup and downloading fresh codes directly into a GameShark 2 (v 1.3 only), the Windows software freaked out and didn't cooperate—even after a reboot/reinstall. The connection process was clunky, the manual lacked troubleshooting tips, and the PS2 memory card was corrupted, too. A reliable version of this product would win our hearts forever. It's a great concept—so squash the bugs, InterAct!—*Bad Hare*

Price: $29.95. Contact: InterAct, 410/785-3083, www.gameshark.com

Best-Selling Video Game Titles: March 2001

1	Pokémon Stadium 2	Nintendo 64	Nintendo
2	Onimusha: Warlords	PlayStation 2	Capcom
3	The Bouncer	PlayStation 2	Square EA
4	Pokémon Silver	Game Boy Color	Nintendo
5	The Sims	PC	Electronic Arts
6	Pokémon Gold	Game Boy Color	Nintendo
7	Black & White	PC	Electronic Arts
8	Zone of the Enders	PlayStation 2	Konami
9	The Sims: House Party	PC	Electronic Arts
10	Triple Play Baseball	PlayStation 2	EA Sports

Source: NPD TRSTS Video Games Tracking Service

STATIC

...treet... NBA Street... NBA Street... Thanks to our celebrity guests Wayne, Jonathan, Allen, and Kurt for stopping by—we had a blast! And now we have incriminating photographs, too. • With a new *Babylon 5* movie in the works, über-fanboy Air Hendrix is all excited—maybe Sierra's erstwhile B5 space shooter (which looked just mind-blowing in alpha stages before it got canned) will live again ... • No, there is no truth to the rumor that if you get a *GamePro* tattoo, you'll get a free subscription for life. Of course, if you get a *GamePro* tattoo anyway, send us a picture and we'll work something out. • GameShowPro? Star Dingo's auditioning for *Survivor*; Dan Elektro's auditioning for *Rock & Roll Jeopardy*. Stay tuned. • Aki from *Final Fantasy: The Spirits Within* was in *Maxim*. Now we've seen everything, because let's face it, that's what *Maxim* shows. • For that matter, *The Spirits Within* is all computer-generated... but we got stills from the film on 35mm slides? When you join the 21st Century, Columbia Pictures, give us a call. • It's appropriate that Microsoft will promote the Xbox this fall through Taco Bell. Both companies use chips made at the last minute. Plus, the Xbox's processor runs fast, while Taco Bell gives you the runs fast. • Reason #437 we like Tony Hawk: His humble acceptance speech at the *Blockbuster Awards*, giving props to Neversoft and Activision. That, and his four-wheeled trip to the podium. Speaking of which... THPS2 GBA... THPS2 GBA... THPS2 GBA.

INDREMA CANCELLED

Open-source, closed doors. The Indrema L600, the proposed game console based on the Linux operating system, will not come to be after all, as Indrema Corporation went out of business on April 6. The company was unable to secure sufficient funding to realize its ambitious plan.

Plans for a Linux-based open-source game console were scrapped in April when Indrema went out of business.

The appeal of an open-source game system is the lack of royalties. Any talented programmer could make an Indrema game without needing to buy an expensive development kit or official license, which is how console games are traditionally created. "We really intended to avoid direct competition with Microsoft by taking a grassroots position, by empowering game players to become game developers," said Indrema founder John Gildred in an interview with *CNET News*. "But we couldn't get that across to investors. The assumption was that no matter what we did, we were going to be positioned against Sony and Microsoft."

Gildred also revealed that almost 200 Indrema games were in development when the company closed shop, over 30 of which would likely have been ready for the machine's launch later this year. A note on the corporate Web site states sadly, "The revolution will continue without Indrema."

HIDDEN CHARACTERS

Babble: Auch 'n Amrich Doodles: Mao

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MATURE M CONTENT RATED BY ESRB

HALF-LIFE Counter-Strike

Counter-Strike owns online gaming, and here the seasoned *GamePro* cadre gives you some basic training so some camping little you-know-what doesn't own you. *By The GamePro Guerrillas (no, not Gorillas)*

General Tips

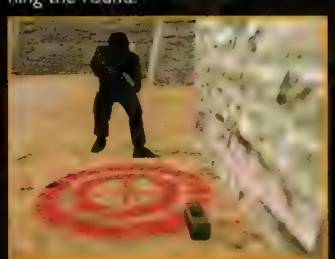
Your Teammates

Stick together! More people means more chances for a team win—and more wins means more money and better weapons. With large teams, split off with a buddy system and go in pairs.

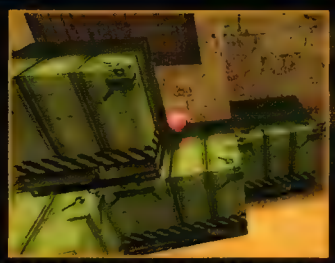
If you don't know what to do on a particular map, follow someone who looks like they do. Besides, there's major strength in numbers.

Da Bomb

As a terrorist, you don't have to place the C4 directly on the target. You can place it nearby—as long as you see the bomb icon flashing red and green, you can plant the explosive where you stand. Use that to your advantage to put the bomb in a tight spot, or in a place that forces a player to face a wall or obstacle. It's also worth guarding the bomb site, which could mean dying in the resulting explosion—but you'll earn enough money to replace your gear by winning the round.



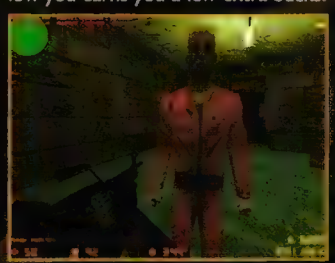
Don't plant the bomb if it looks like the enemy will easily defuse it—such as when they're running at you. Wait until they're busy elsewhere or there's only a few left.



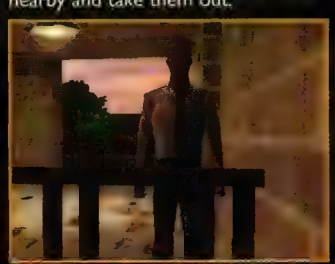
Get a teammate to crouch down so you can jump on him to get to previously unattainable spots. This works great for planting the bomb on crates, where the enemy will need two people to defuse it.

Hostage Tricks

You don't have to rescue hostages for a payoff; just getting them to follow you earns you a few extra bucks.



It's cruel, but hostages can be used as decoys and even human shields. Terrorists may find it useful to get a hostage to follow them, then plant them in the middle of a walkway or just around a corner. Trigger-happy CTs (counter-terrorists) will then fire accidentally and lose money for killing a hostage—at which point you can sneak up from your hiding place nearby and take them out.



It's important to note that hostages can't climb ladders, jump railings, or overcome other things that player characters can. Stick to ramps and stairs, and don't run at top speed when on a rescue mission.

Cool Mods

Check out a free program called EZ Scripts **(www.planethalflife.com/ezscripts)**. It enables you to build custom config files so you can buy your guns, ammo, and armor with a single keystroke. It sure beats navigating the purchasing menu!

Also, if you're really crafty, you can create your own spray-paint logos. Visit **www.connect.to/deviln** for full instructions. Furthermore, you can annoy enemy team members by painting over any custom logos that they've planted.

Surprise!

A simple, effective technique that many people don't use enough is distraction. Grenades are great for this—throw one at a doorway to your left, then run through the one on your right. Charge! You'll often catch the enemy off guard and take out several in the confusion.

Flank the enemy. If their attention is focused on one direction (like your teammates), approach from another. If you have a standoff with an enemy, don't run straight at them. Go around another way and come up behind them.

You can shoot through doors and some walls. Sometimes, a desperate spray of fire through a door or a curtain is all you need to pick off a low-health enemy.

Flashlight Signals

Use the flashlight to exchange silent messages with your teammates—learn basic Morse code, or work out your own system with your teammates (one flash is "stick together," two flashes is "you go first," etc.). Be warned that some servers don't allow flashlights.

Jump Higher

Jump then hit crouch in mid-air to jump on top of crates and things you can't normally reach.

Cut Corners

In SWAT-team lingo, "slice the pie." As you turn corners, always be aiming at the area you're seeing for the first time, so you're ready to shoot if someone is there.

Uniform Trick

The French GIGN and Phoenix Connexion character models look the most alike. Use one and an enemy may mistake you for a friend, giving you a split-second advantage.

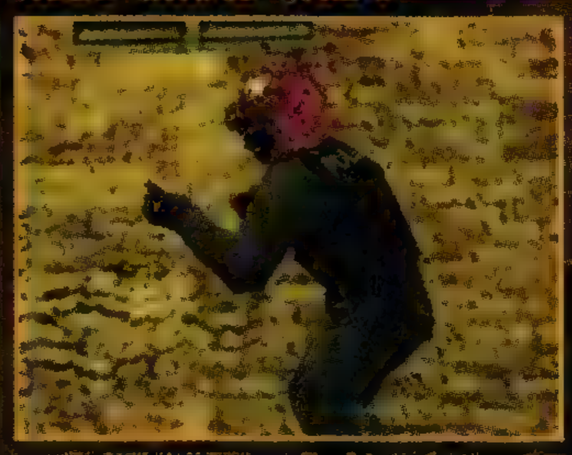
Better Aim

Crouch to improve your aim and to sneak quietly into unknown territory. But crouching can also make you an easy target if you're spotted, so be ready to bug out.

Jump To Live

If you're venturing into uncertain territory, like around a blind corner, jump repeatedly as you move into the open. This tactic makes it harder for camping snipers to take you out before you get your bearings.

Head Shots Hurt



Whenever possible, try for head shots. They can instantly kill opponents even if their health and/or armor is full.

Smoke Grenades

If you know where the enemy will be waiting, but you have to cross that area, use a smoke grenade. Beware: smoke grenades can cause lag on some servers, making players angry.

No Money?

If you want an expensive weapon but aren't winning, don't spend any money for a couple games so you can save up. Now's a good time to charge. Maybe you'll get lucky, kill an enemy, and get their gun.

Weapon Tips

Flashbang

Don't neglect the flashbang grenade. It's non-lethal, but its bright white light can completely blind opponents, giving you the chance to rush them. It's especially effective near corners, doorways, and small rooms.

Run Faster

Lighter weapons enable you to run faster—so if you need to get somewhere in a hurry, wield the knife, then switch to your primary weapon as you approach your destination.

Dual Pistols

Two pistols (Dual .40s for terrorists) are a gambit, but pretty good when you're delivering the bomb. They're light, they pack a punch, and the ammo is cheap—but they take forever to reload. That's part of what makes them a calculated risk.

Pistol Power

If you lack the cash for a decent rifle or shotgun, at the very least, upgrade your pistol. Put what little money you have to good use. The Night Hawk (Desert Eagle in the mod version of the game) is the most powerful gun you can buy in the first round of a new map.

Reload!

If you're carrying an automatic weapon, always keep it fully loaded—even if it means reloading after firing a short burst. There's nothing worse than having an enemy lined up and pulling the trigger to have only empty clicks come from your weapon.

Knife 'em!

If you're in close quarters with an enemy and you both have to reload, quickly switch to the knife and start stabbing him.

Sniper Rifles

Use your sniper scope at mid zoom to scan for targets. Then quickly go to full zoom and line up a killer shot.

SMG (MP5)

The SMG (MP5Navy in the mod version of the game) is the best all-around gun for the money—accurate and fast shooting. Use it when you're low on funds.

Pump Shotgun

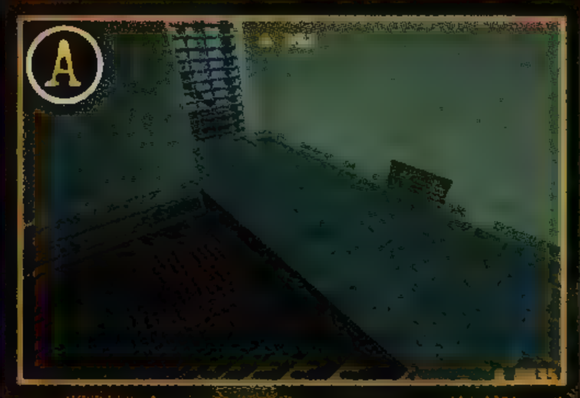
The pump shotgun is more powerful than the auto shotgun, but it takes time to reload. Use it when you know you'll get the first shot at close range—it's usually deadly.

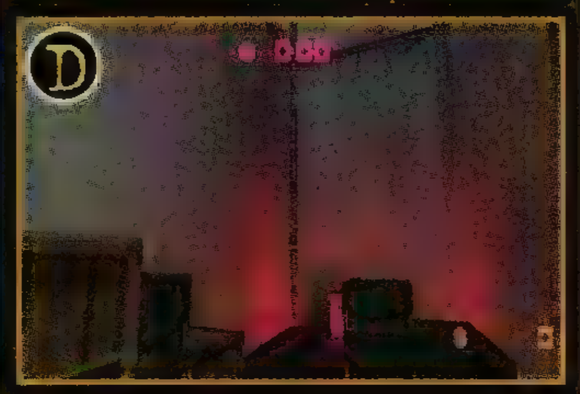
Pistol Burst-Fire

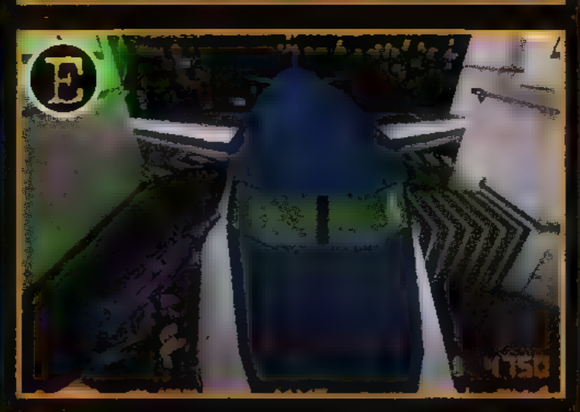
To make the USP pistol more effective, switch it to burst fire for three-shot bursts.

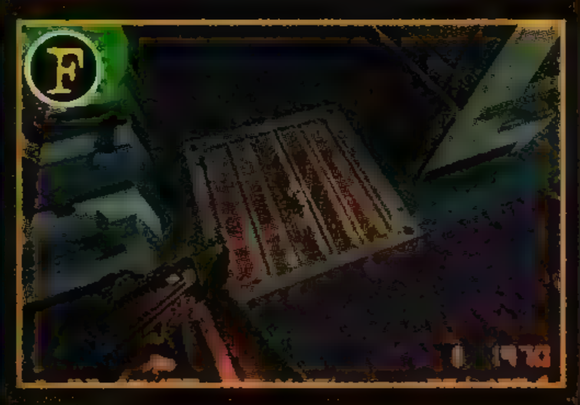
Hostage-Rescue Map: 747

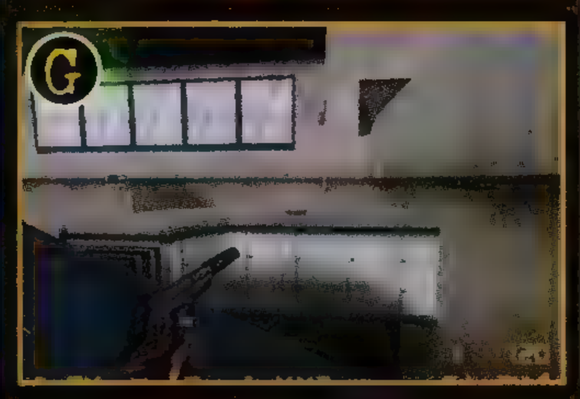
By Major Mike











Although it isn't one of Counter-Strike's most played maps, 747 is ideal for players who crave close-in, claustrophobic combat. The plane itself has two passenger decks, a cargo hold, and a narrow air vent that leads from the top deck to the floor underneath it. The most effective weapons here are those best suited for close-in firefights, such as SMGs, high-caliber pistols, and the shotguns.

Although the plane's narrow passages make for quick firefights, it's easy for any hostages who are following you to get "stuck" in doorways and on passenger seats—so frequently check to make sure they're still tailing you as you run for a rescue zone.

Of course, the passenger seats are practically an invitation for gamers who like to camp…. One final note about 747: Although the curtains make a squeaking noise as if you were opening a solid door, the only thing they block is your view—not gunfire.

You've probably noticed a small, breakable grate near the floor by the passageway that leads between the second (main) level and the cargo bay (A). This isn't just fancy map design, but a nice position from which to nail any enemy forces or lob grenades to clear out anyone who may be waiting ahead of you (B). However, use caution when scooting grenades through the narrow slot—if you miss, the grenade will bounce right back at you.

747 is one map where sticking together isn't always a good idea. If you do, make sure that you and your colleagues aren't standing in the same aisle of the plane; that way, you don't run the risk of a row of teammates getting mowed down by a single enemy.

As previously mentioned, hostages can be used as shields, and this weighs heavily in the terrorists' favor here. As a terrorist, at the mission start, move the hostage on the top floor of the plane into the cockpit to slow any CTs who may try to enter that way (C). You should also have any hostages that you encounter follow you around. With the plane's narrow passages, it's more difficult for CTs to sneak up and take you out from behind. Of course, stay away from the hostage rescue zones when moving captives—you don't want to do the CTs work for them.

Gutsy terrorists who start near the terminal that leads to the plane can cause CTs a lot of trouble by storming through the waiting area to the ledge above the cockpit of the plane. You can also find an alternate route to the balcony that overlooks the 747. Outside of the plane is a hostage rescue zone located in a small recess behind some crates (D). You can climb the pipe in the corner to the ledge that overlooks the plane.

Counter-terrorist forces can enter the plane at three places: through the terminal, through the cockpit (E), or through the open cargo bay at the belly of the plane. If you enter directly through the terminal, chances are high of encountering terrorist forces, so you're probably better off heading to the balcony that overlooks the cockpit of the plane, where you have two entry points—the cockpit and the roof of the terminal.

If you enter via the cockpit, shoot out the glass before you jump down. Once you're inside, avoid the stairs and head to the rear of the passenger section. Look for a grate in the floor (F), break it, and then climb below and head down the shaft, which leads to the rear of the plane. When moving down the shaft, travel backward with your weapon aimed toward the ladder because that's the only entrance.

Entering the terminal through the small grate in its ceiling is riskier than the cockpit entry because it's dark and a prime spot for a terrorist ambush (G). As a counter-terrorist, it's more effective to shoot the small grate out from a distance to create a diversion while you enter the plane somewhere else.

You can rescue five hostages from the 747. One is on the third level of the plane to the rear of the cockpit; two approximately halfway through the second level; and two more are at the rear of the plane on the second level. While it's a long distance from the back end of the plane to an exit, you can "create" an emergency (H) route by shooting the grate located in the last compartment with passenger seats—just shoot or slash the seats over the grate.

Bomb-Defusion Map: Aztec

By Dan Elektro

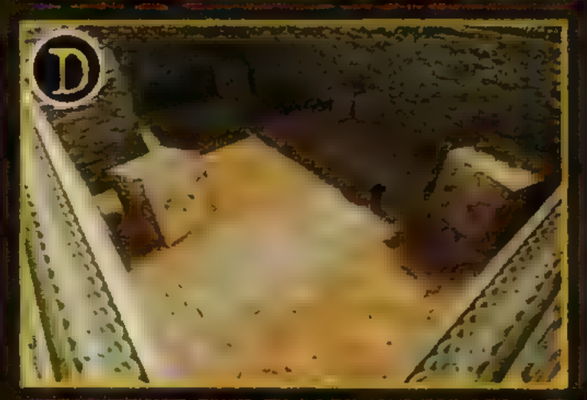
Aztec is a straightforward bomb map with one main bottleneck: a three-way intersection (A). Terrorists have to look both ways as CTs generally lob grenades through the doors to the left or, if they move fast, can sneak through the right doorway. Always expect a flank attack. From the terrorist's view, this is a great place for the grenade-diversion technique—throw it one way, run the other.

You can avoid the intersection altogether by running on the lower level (B). This will take you under the netting bridge, so be wary of enemies above (or jumping down). Also, watch the water—it's audible, so you may want to stick to the banks. The white ramp back up from this area leads to the first of the two bomb sites. The site itself is rather exposed (C); be ready for enemies positioned above and behind this ramp (as you come up, you're easy picking for a talented sniper waiting on the far balcony) and through the wooden doors. You can't really hide the bomb, though you can tuck it into the corner so the CTs have to turn their back to defuse it.

The second bomb site (D) is a bit further away, but it's worth the trip. The two large blocks provide cover for terrorists who want to protect the planted bomb (or for CTs who want to lie in wait). The larger block corner is also positioned in such a way that you can drop the C4 deep into a crevice, forcing CTs to face the wall and stand in a corner to defuse it. That gives you the upper hand, as long as you don't mind shooting your enemies in the back. Note to CTs: Work in pairs (E).

The fastest route to the second site is over the netting bridge (F), assuming you're not greeted by the gunfire of counter-terrorist forces along the way. One important detail about that bridge: Things fall through it, such as grenades. Chucking them from one doorway to the other doesn't work.

Counter-terrorists can use many of those same danger zones to their advantage, especially the swarm-and-flank technique at the intersection. However, be wary of terrorist snipers hanging back from that point. Also, at both bomb sites, the terrorists either have the drop on you or will be lying in wait to protect the bomb once it's been planted, so you might want to clear out the area with a grenade before storming in (G).



Bomb-Defusion Map: Dust

By Jake The "Silent Sniper" Snake

One of the most evenly balanced and tightly designed maps, Dust makes for intense firefights that will leave your hands trembling and your fingers aching.

What makes this map so cool are the many routes the terrorists can take. Though there are only two ways to go from their base—under the bridge (A) or into the T-shaped corridor (B)—the corridor splits into three paths. Whether you go bridge or corridor, at least one person should cover the other route.

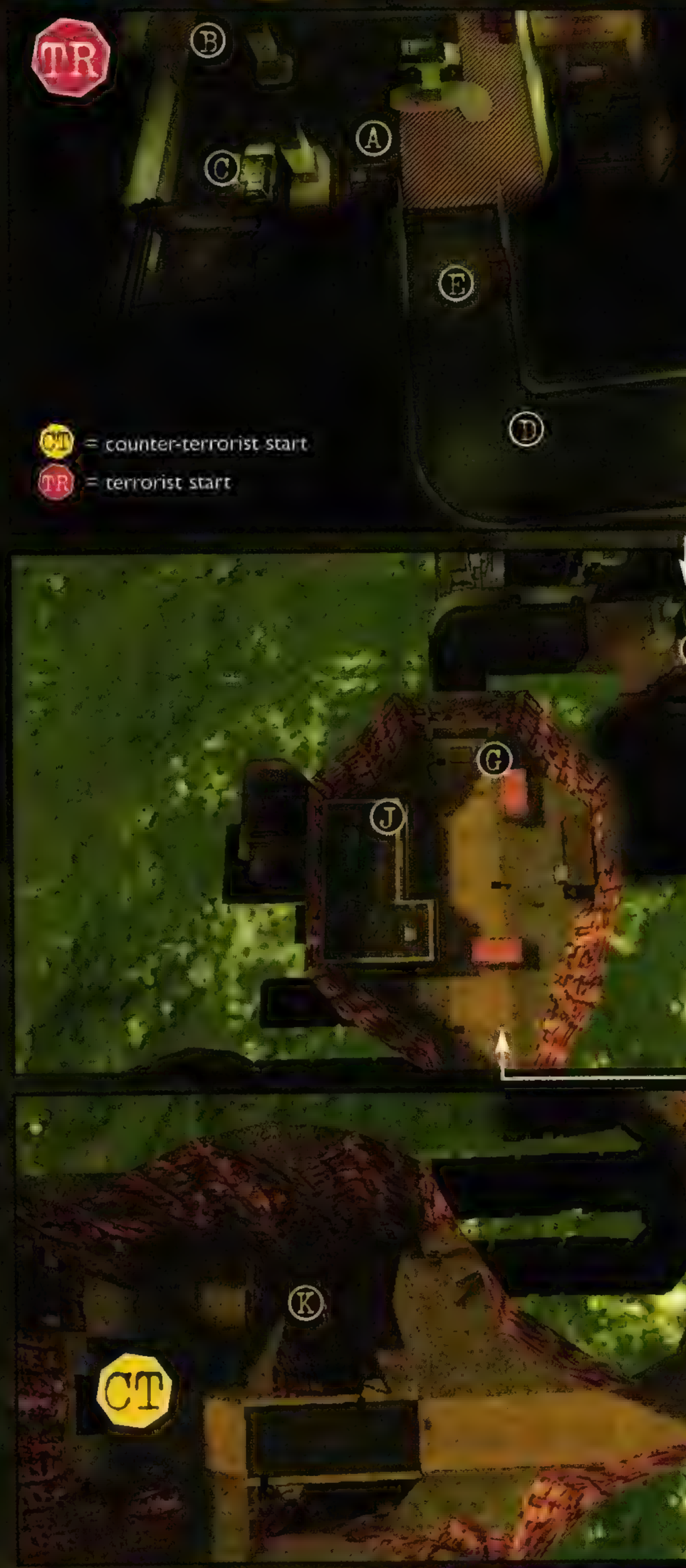
If you go the bridge route, a Krieg 552 Kommando (SG552 in the mod version) is a great rifle to have so you can plink CTs covering from the ledge. Stay to the left of the tunnel so you can hide behind the crates. As soon as you emerge on the other side of the bridge, expect CTs to be firing down on you from the front and back, especially when you get to the top of the ramp (C). Turn right through the gate (D) toward Bomb Site B (E). You might want to turn right again and take the roundabout way to the bomb site (F) to avoid getting shot from behind.

If you go the corridor route, move fast so you get there before the CTs—you don't want them blocking the T intersection. A shotgun is good for the tight confines. A good tactic is to turn left in the corridor and rush with the bomb carrier to Bomb Site A (G). Or turn right in the corridor to take out any CTs waiting to ambush your guys coming out from under the bridge (H). The corridor is a great spot to use a grenade diversion. If you rush to the middle corridor (I), you'll sometimes catch the CTs off guard.

For the CTs, it's vital to cover both the corridor and the bridge. A great spot to do both at the same time is on the bridge (H). In fact, this spot is the lynchpin to the CT defense—the terrorists must pass by you to get to either bomb site. Another good strategy is to rush in the corridor with several people so you can control the T intersection (B), barring the terrorists from three of their four bomb routes. Again, make sure someone is covering the bridge while you do this. Another good tactic is to quickly head to Bomb Site A (G), preventing the terrorists from getting there first and giving you a good firing position down the corridor (J).

Hostage-Rescue Map: Siege

By Four-Eyed Dragon



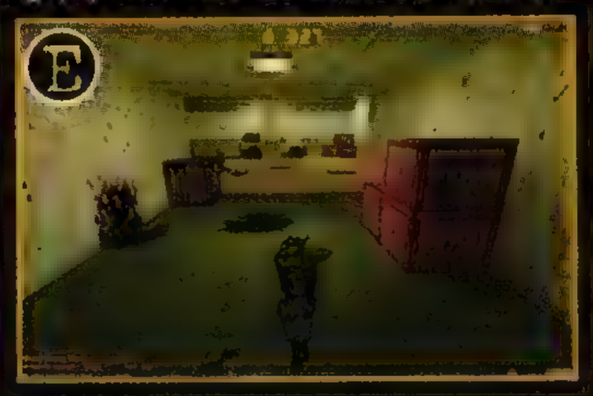
Overcoming Siege as a CT is a humongous challenge. Terrorists have the advantage—camping inside the base behind a variety of objects like the trucks, crates, and pillars (A). Terrorists can also easily snipe anyone coming around the corner if they stand right next to the dumpster (B). The wall vent above the truck is a great spot to sit (read: camp) and snipe unsuspecting CTs rushing to the stairwell, too (C).

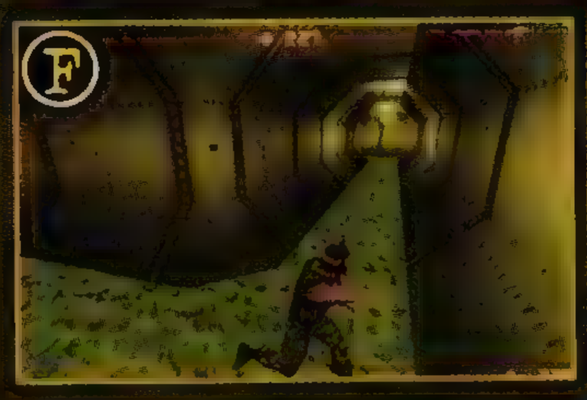
Counter-terrorists must be super-aggressive if they're going through the main entranceway. Have at least one CT armed with a sniper rifle; crouch right before the turn into the garage and put on full scope; then slowly sidestep to the left and tag any terrorists sniping in the distance (D). Move in as a team from crate to crate—quickly fire and move to effectively take out hiding enemies (E).

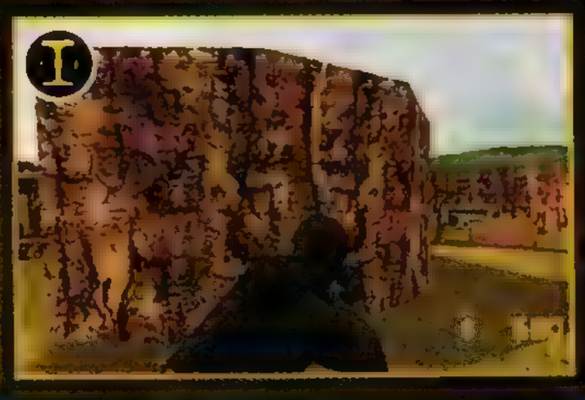
The alternate way into the compound is through the sewers (F). For CTs, coordinate your offense with two groups: one group outside the garage (G) and the other at the doorway to the sewers (H). Move in at the same time, chucking a few smoke and flash grenades, and you'll have controlled chaos in your favor.

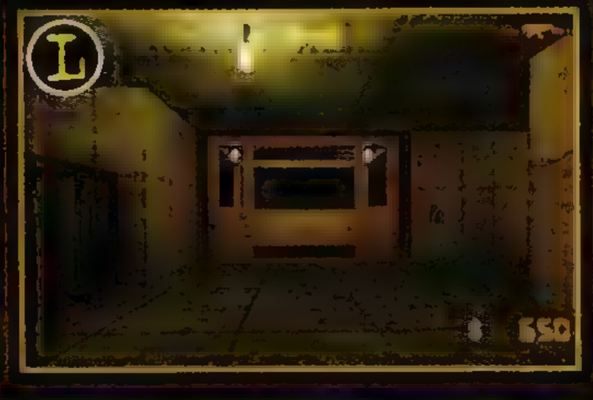
If the battle is outside, the fight can sway toward the CTs' advantage. Post a sniper on top of the mound (I) and wait for terrorists to pop out of the entryway. The roof of the building is another great spot to camp, but be careful of opponents sneaking along the side of the building, onto the ladder, and up to the top for a surprise attack (J).

For an alternate starting path for CTs, follow the underground trail that starts under the bridge and leads to the multileveled building (K). But be careful: The only way up is the elevator, which makes a lot of noise (L). Terrorists can perch on top of the elevator and wait for someone to use it.









Greetings from Monkey Island

Dear Whoever,

Having the greatest adventure of my swashbuckling life! Or at least I was until my wife Elaine was declared dead (she's not!) and the Governor's mansion was scheduled for demolition. Then there were the anti-pirate ramblings of an Australian gazillionaire - and lots of nice monkeys! Well, I have to figure a way out of this tangled pirate's web. I just hope that Demon Pirate LeChuck doesn't show up again!

Guybrush Threepwood
"Mighty Pirate"

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PlayStation 2

ESRB: TEEN — COMIC MISCHIEF, SUGGESTIVE THEMES, USE OF TOBACCO AND ALCOHOL

iMUSE SYSTEM

There's me in front of the second biggest monkey head I've ever seen.
Me and my wife Elaine. Isn't she beautiful?
Learning is Goo!
NO SWEARING
Pirates are BAD
Pirates are MEAN
Pirates are POND SCUM!
I took some classes and learned fascinating new things about pirates.
I met a real-life pirate... Ahoy there mister pirate!
Bobbing Bab
That's me taking Monkey Combat lessons. Ooh, that hurt!
Gimpy Gibbon
ESCAPE FROM MONKEY ISLAND™
An off-beat adventure with challenging puzzles, clever dialogue, shiver-me-timbering pirates. . . and monkeys.
monkey.lucasarts.com
LUCAS Arts®

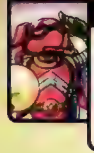
LAUNCH PARTY ADVANCE

Nintendo is releasing its first entirely new handheld system in over a decade, so everyone is celebrating the revolutionary new Game Boy Advance—even Sega. *GamePro* has the goods on all the launch titles, including reviews of must-have games!

By Uncle Dust (with help from Major Mike, Dan Elektro, Atomic Dawg, Air Hendrix, Bad Hare, and Star Dingo)

FOR MORE REVIEWS AND UPDATED INFORMATION ON THE LAUNCH LINEUP, GO TO WWW.GAMEPRO.COM

SUPER MARIO ADVANCE



BY STAR DINGO

- Developed and published by Nintendo
- $34.99
- Available June
- Action
- 4 players (with link cable)

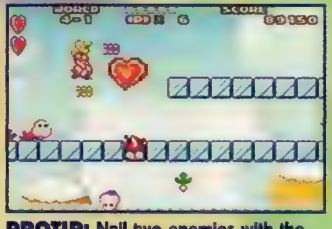
EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.5

THE WEIRDEST AND most underrated of Mario's many surreal adventures makes its way to the GBA with its distinctive charm intact—and then some.

THE EPIC RISE AND TRAGIC FALL OF KING WART

For those of you too young to remember Mario 2 for the NES, here's a quick primer: A bloated frog named King Wart takes control of the world of dreams. You control Mario, Luigi, Toad, and Princess—each with their own very distinct strengths and weaknesses—as they run around seven worlds uprooting plants and hurling them at enemies. Both the setting and the gardening-inspired gameplay are totally unique for the Mario series (or for any series for that matter), and the game boasts tons of secrets and a nicely balanced difficulty level.



PROTIP: Nail two enemies with the same hurled vegetable for a life-extending, growth-inducing heart.

THIS MUSHROOM MAKES MARIO SMALLER

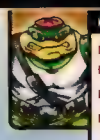
This GBA version features some nice graphical improvements—like independently scrolling, multilayered backgrounds, as well as new animations, sounds, and even speech—though its simple 8-bit roots are pretty obvious. Even in its diminutive form, the game feels exactly the same as it always has, pros, cons, and all: The Princess still hovers a little too loosely and Luigi still flails helplessly as he floats in the air; even the timing on Toad's potent veggie dead-lift generates waves of '80s déjà vu. As a way-big bonus, the game comes with an excellent version of Classic Mario Brothers, complete with a nifty four-player link-cable battle mode. Mario Advance may not be the most impressive showcase for the GBA's power, but it's great for a nostalgic trip, great for a road trip…hell, it's just plain great.

PROTIP: All the old tricks still work. Bring a magic potion to this jar in World 1-3, open a magic door with the potion, and go down the jar once you're in the dark world.

PROTIP: Luigi can leap higher than anyone, reaching areas that no other character can.

PROTIP: Grab five cherries to make an invincibility star float up from the bottom of the screen.

CASTLEVANIA: CIRCLE OF THE MOON



BY MAJOR MIKE

- Developed by KCEK
- Published by Konami
- $39.99
- Available June
- Action/adventure
- 1 player

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0

FORGET CASTLEVANIA'S near-fatal 3D forays on the Nintendo 64. Circle resuscitates the series' vital signs—the side-scrolling 2D-gameplay engine, excellent controls, and massive castle to explore—for the finest handheld Castlevania adventure yet.

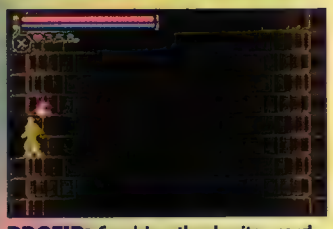
PROTIP: The boomerang is the best special weapon. Score one at the front of the castle by the closed gate.

CASTLEVANIA GOES FULL CIRCLE

Circle closely resembles the PlayStation's famed Symphony of the Night, with a nonlinear game structure, a host of power-ups, potent weapons, and lots of real estate and play time. Tucked within the castle walls are several magic cards that not only provoke thorough exploration, but once you've acquired a card, you also learn new devastating attacks and battle techniques.

The plot is standard Castlevania: Dracula is resurrected, and you—a member of the whip-wielding, vampire-hunting Belmont clan—must put him down. A responsive, easy-to-learn control scheme speeds you through the quest, and even advanced magic attacks are easy to pull off despite some intricate directional-pad/button-press combinations.

PROTIP: The proper card/magic combo can make defeating otherwise daunting bosses easy.



PROTIP: Combine the Jupiter card with the Serpent or Salamander cards to reveal these secret rooms.

PROTIP: If low on items, maximize your Luck attribute so an enemy is more likely to drop something useful.

HANDHELD MONSTER MASH

It's a long, monster-filled journey to the finale, and Circle's balance of effective elements orchestrates a worthwhile quest. Set against beautifully rendered 2D environments, the visuals convey a feeling of dread, while the music is effective (Castlevania fans will notice several pieces from previous 'Vania titles). Circle of the Moon delivers everything one could possibly want in an action/adventure game. Drac is back, Castlevania is done right, and Game Boy Advance owners should stake out a copy of this game before the next full moon.

F-ZERO: MAXIMUM VELOCITY

BY UNCLE DUST

- Developed and published by Nintendo
- $34.99
- Available June
- Racing
- 4 players (with link cable)

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	5.0

THE BLINDING SPEED of Nintendo's futuristic racing franchise, F-Zero, is captured perfectly in F-Zero: Maximum Velocity for the Game Boy Advance. This brand new chapter brings back all of the things that made the SNES version so hard to put down.

POWER DOWN, DUDE

Featuring 20 fresh tracks, a fleet of pristine racing machines, and new obstacles and traps—along with all the hurdles from the first game—Maximum Velocity expertly packs the power of this series into the GBA. In this challenging racer, you fly hovercrafts on narrow courses edged with electrified barriers that can damage your vehicle. The trick is to zoom past opponents and avoid obstacles and walls (which is hard to do in the narrow turns) while maintaining your ship's power levels, which you can recharge at the starting line. The frantic pace of the high-speed racers and the constant flicker of electricity off your hovercraft make this F-Zero one of the most intense racers around.

PROTIP: For most courses, let up on the accelerator as you drive over the energy strips near the start. The extra power you get may save you later.

PROTIP: In hairpin curves, turn late and bounce the back of your ship on the end of the turn barrier to shoot off in the right direction with speed.

PROTIP: Watch carefully the racers you pass that aren't among the leaders: They don't drive logically and try to get in your way.

PROTIP: Don't drive over every speed strip—sometimes they shoot you right into hard-to-navigate turns.

EAT MY STATIC ELECTRICITY!

The graphics and sound should remind gamers of the SNES F-Zero (which was much better than the N64 version). Maximum Velocity may not seem flashy, but it's a great blend of speed and looks with sharp sprites, blazing motion, and a cool, pulsating soundtrack. In a racer this fast, you need solid controls, and while the addition of the shoulder buttons helps, it's sometimes hard to be precise with the GBA's tiny handheld directional pad and buttons. Overall, however, this F-Zero is every bit as good, if not better, than the amazing SNES version—it's a must-buy in the launch lineup.

TONY HAWK'S PRO SKATER 2

BY DAN ELEKTRO

- Developed by Vicarious Visions
- Published by Activision
- $39.99
- Skateboarding
- Available June
- 1 player

EVERYONE E ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

Tony Hawk's Pro Skater 2 on the Game Boy Advance is everything its Game Boy Color predecessors were not: innovative, groundbreaking, stylish, and enjoyable. Amid all the pretty 2D platformers, here's a game that really sets out to push the GBA envelope from the get-go.

PROTIP: Using manuals to link trick runs is still the best way to earn massive scores and extend combos to ridiculous lengths.

POETRY IN MOTION

Rather than pursue a 2D conversion, Vicarious Visions and Activision have opted for a fully 3D environment—that tiny Tony is actually 300 polygons. The game runs at 60 frames per second and the characters run at 30, with the animation frames coming straight from the PlayStation version. You'll be hard pressed not to be impressed at the visual depth, detail, and speed of THPS2 on the Game Boy Advance.

Sound effects have been ported directly from the PlayStation version, too, so Tony and his 12 pals look and sound just as you'd expect them to. Plus, the soundtrack is light years ahead of those of other handhelds, alternating between jazzy, funky, and crunchy loops that not only don't annoy the player but are actually enjoyable.

PROTIP: Earn the Hangtime Gap bonuses in the Hangar by jumping the half-pipe, airplane, and helicopter in the same run.

PROTIP: To open the secret gym on The School II, grind TC's rail on the nearby roof.

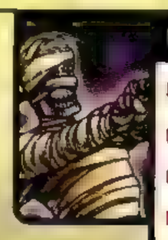
In addition to levels like Skatestreet and New York City, THPS2 features the Warehouse from the first THPS.

KING OF THE ROAD

The toughest part of THPS2 on the GBA is the perspective—the locked isometric view recalls Atari's classic skate game, 720—and it will take a little getting used to. The simplified controls respond very well once your brain becomes aligned to the angle of the six playfields.

This review may sound too impressed too soon, yet Tony Hawk's Pro Skater 2 really feels like a major leap forward for handheld gaming. Here's hoping other GBA titles challenge the 2D status quo like this one does. G

SUPER DODGE BALL ADVANCE



BY UNCLE DUST

- Developed and published by Atlus
- $39.99
- Available June
- Sports
- 2 players (with link cable)

EVERYONE E ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	5.0	4.5

Atlus's Super Dodge Ball Advance delivers a fun, addictive sports game to the GBA launch, placing the NES classic in a potent portable package.

PROTIP: When an opponent delivers an airborne super throw, continuously tap B to try and catch it before it hits you.

KEEP YOUR EYE ON THE BALL

Dodge Ball is a simple team sport with four players per team facing off in adjoining squares. You also have three passers who stand at the edge of your opponent's square to help you. The simple objective—hit your opponents with the ball until you knock them out—belies a tremendous amount of variety and strategy. Jumps, passes, dashes, and super throws provide the teams with plenty of weapons to use to hit each other. While on defense, you can either dodge the ball or try to catch your opponent's throw. Timing and split-second decisions are crucial, making this an intense showdown.

PROTIP: Always throw the ball at an opponent standing in your square, they can't defend and you'll get the rebound and another throw.

PROTIP: For teams or players who duck to avoid the ball, use your top and bottom passers on their side to throw at them. If they dodge your ball, your other passer will catch it and get another throw.

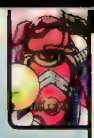
ALL OF THE FUN, NONE OF THE HEAD INJURIES

Dodge Ball covers the basics in topnotch fashion. It has sharp (and silly) character and background graphics with simple but effective animations that help players keep their timing right on. The soundtrack is nothing special, just basic handheld audio, while the controls are pinpoint perfection, quickly leading gamers to advanced competition with plenty of fakes and special moves.

Super Dodge Ball Advance is definitely at its best in link mode, though there is enough variation and challenge in the single-player game to make this one of the most fun and addictive handheld games out there. G

PROTIP: A good way to land a dashing super throw is to tap the left shoulder button to turn your teammates into airborne decoys.

RAYMAN ADVANCE



BY STAR DINGO

- Developed by Digital Eclipse
- Published by Ubi Soft
- $39.99
- Available June
- Action
- 1 player

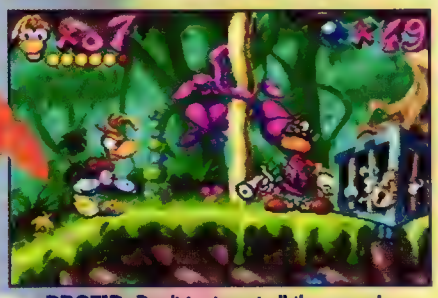
ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.0	4.0

MAKE SURE YOU have a soft cushion lying on your floor—cuz that's where your jaw's gonna be after you turn on Rayman Advance. This port of the PlayStation classic is easily the most beautiful looking game in the GBA launch lineup, with huge, colorful, and astonishingly well-animated characters and backgrounds.

Rayman Advance boasts all the details that made the PlayStation version so freakin' delightful—right down to the spiffy music, sound, and little clusters of acrobatic mushrooms—but the game is still the same solid-but-too-straightforward 2D platformer of yesteryear: Though the difficulty has been tweaked, the overabundance of blind leaps gets old quick. Thankfully, the puppety, femurless foreigner still controls as well as always. Rayman Advance is pretty much a must-have, if only to show off just how pretty a GBA game can be.

PROTIP: Whenever you see a Ting floating, leap toward it. It might lead you to a platform or hidden area.



PROTIP: Don't try to get all the cages in a level right away. Keep advancing, and you'll likely receive a power later that will aid you.

FIRE PRO WRESTLING

BY BAD HARE

- Developed by Spike
- Published by bam! Entertainment
- $39.99
- Available June
- Wrestling
- 4 players (with link cable)

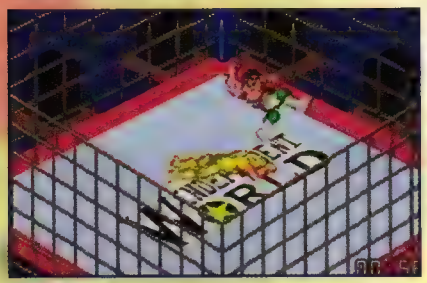
ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

IN JAPAN, FIRE PRO WRESTLING is famed for its robust 2D engine and comprehensive roster of wrestlers based on (but not named after) real-life superstars. The American GBA debut lives up to that legacy, so fans of the squared circle will adore it.

What FPW lacks in flash—in truth, the wrestlers could use some more animation frames and the ¾ isometric view looks a bit old—it more than makes up for in depth. Oodles of modes—tournaments, leagues, Battle Royals, electrified steel-cage matches, and an audience-approval showdown—join four-player linked contests. The amazing create-a-wrestler feature easily exceeds most console titles: From appearance to specific moves, your mini-grappler can be made to order.

That helps balance out the annoyingly repetitive music and masher-heavy controls. Nevertheless, fans would be wise to cut Fire Pro Wrestling some slack in the name of depth. If you like old-school smackdowns, get in the ring!



PROTIP: To further weaken your opponent, throw in an elbow or leg drop while they're collapsed on the mat.

PROTIP: In Battle Royal matches, stay away when two wrestlers are grappling. Conserve your energy for a big finish!

IRIDION 3D

BY AIR HENDRIX

- Developed by Pipe Dream Interactive
- Published by Majesco
- $39.99
- Available June
- Shooting
- 1 player

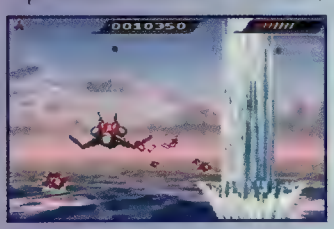
ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

THE GAME BOY Advance may be the shiniest new toy on the block, but Iridion 3D is as old school as it gets. This GBA launch title delivers an enjoyable dose of classic shooter gameplay that won't earn accolades for innovation but will entertain gamers with many a mindless hour of twitchy action.

Those pesky aliens have invaded Earth again, so it's up to you to save the planet by annihilating everything from a behind-the-ship perspective. While Iridion's 3D levels are an impressive achievement for the GBA, its aforementioned perspective wasn't the best choice because your own ship often blocks your view of crucial parts of the action.

But that action comes packed with shooter goodness and simple controls that perform effectively. The colorful, detailed levels sport attractive scenery and a wide array of enemies, while the audio performs decently with good music but lackluster weapon effects. All told, if you're looking for some classic shooter action on your new GBA, Iridion 3D will fit the bill nicely without blowing you away.



PROTIP: Over the Pacific, watch out for these robotic water jets—their geysers damage your craft.

PROTIP: If you're facing enemies who don't shoot back, it's better to miss a few than to take damage by chasing them and accidentally ramming them before your guns take them out.

CHU CHU ROCKET

BY BAD HARE

- Developed by Sonic Team
- Published by Sega
- $39.99
- Available June
- Puzzle
- 4 players (with link cable)

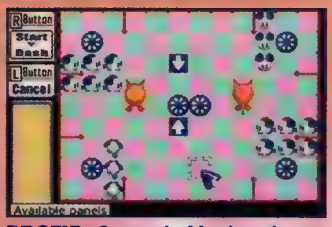
EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

CHU CHU ROCKET holds up well in its conversion from Dreamcast to handheld—so well, in fact, you have to wonder if it wasn't conceived as a portable game first. In this 2D puzzler, four players (computer and/or link-cabled humans) race to collect scurrying mice by placing arrows on the playfield, thereby directing the lil' rodents into your goal. Random events, like all mice being replaced by evil cats or player targets suddenly swapping, keep things hectic. Chu also has a puzzle mode for single players, along with a level builder.

The GBA handles the humble graphics and Disney-sweet music without breaking a sweat, and the control—while less elegant than the Dreamcast's—will feel comfortable to Tetris vets. Linked battle matches means there's plenty of gameplay fuel in Chu Chu Rocket.

PROTIP: Concentrate more on catching mice than avoiding cats. Clever arrow placement during Mouse Mania can more than make up for feline setbacks.



PROTIP: On puzzle 20, place the arrows as shown. The harder levels always feature asymmetrical solutions.

EARTHWORM JIM

BY ATOMIC DAWG

- Developed by Shiny Entertainment
- Published by Majesco
- $39.99
- Available June
- Action/adventure
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

THE GAME BOY Advance is digging up the worm. Earthworm Jim retains all the thumb-bustin', out-of-this-world platform punch of the classic SNES action/adventure game. As ground grub in a super-suit, Jim rocks as he runs-and-guns after the bad bird, Psy-crow, across six outer-space worlds. The impressively goofy/cool audio effects and tunes ring amazingly true to the original's. The cartoon visuals skillfully balance silly and slick with extraterrestrial scenery, hilariously bizarre characters, and sharp animation when Jim uses his wormhead as a whip, a helicopter blade, and other useful tools. However, designed for a full-size TV screen, the game's dark colors require perfect lighting to truly showcase the smallish graphics. Patient gamers will be rewarded with a handful of fun as Earthworm Jim remains the Cadillac of worms.

PROTIP: In some areas, Jim bounces around the scenery. You can use the bouncing to jump to high areas, or avoid it by holding B to use Jim's hellhead move.

PROTIP: Jim's gun can propel you across the screen but it recharges slowly.

READY 2 RUMBLE BOXING: ROUND 2

BY UNCLE DUST

- Developed by Crawfish Interactive
- Published by Midway
- $39.99
- Available June
- Boxing
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

MIDWAY'S Rumble franchise has appeared on every console, so it makes sense that Round 2 is throwing punches for the GBA launch. You can pick from 11 boxers, from Afro Thunder and Angel Rivera to Michael Jackson and Shaq, as you play in Arcade, Championship, or Survival modes that feature the fantasy-boxing stylings fans of the R2R series have come to love. The GBA controls offer enough flexibility to create impressive combos and put up a protective defense. The graphics aren't impressive, with good-looking 2D sprite versions of the boxers lumbering slowly around an awkwardly moving 3D ring, but the golden tones of Michael Buffer's voice highlight the soundtrack. This mediocre conversion is better than the last Game Boy effort, providing gamers with fairly short-lived button-mashing fun.

PROTIP: Use combos that give you letters (like Robox's hooks: simultaneously tap →, A or simultaneously tap →, B) to spell out "R-U-M-B-L-E."

PROTIP: To play as Michael Jackson in Arcade mode, tap ←, ←, →, →, ←, →, then simultaneously tap L, R.

PITFALL: THE MAYAN ADVENTURE

BY BAD HARE

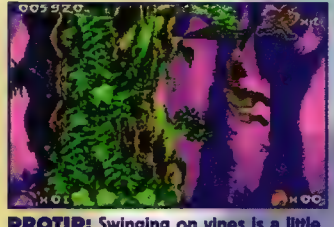
- Developed by Pipe Dream Interactive
- Published by Majesco
- $39.99
- Available June
- Action/adventure
- 1 player

TEEN T

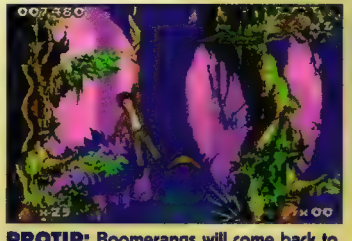
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	3.5

PITFALL: THE MAYAN ADVENTURE, originally a 16-bit hit for Activision, holds up well as a handheld conversion mostly because it was such a high-quality game at the outset.

Pitfall Harry, star of the legendary Atari 2600 game, has spawned, and when Dad goes missing on a South American expedition, it's up to Harry Jr. to find his pop. Challenging both in terms of difficulty and convention (you do more than just run to the right), Pitfall: The Mayan Adventure looks gorgeous on the small screen, especially its fluid character animation, while the controls respond well and the sounds are sharp. Sure, the game is a little old, but it was a best-seller in its day for reasons that become evident immediately after you pick it up. Your Mayan Adventure awaits....



PROTIP: Swinging on vines is a little tricky. Press B to jump toward one, then A to catch it, then B again to jump off.



PROTIP: Boomerangs will come back to you but only if you jump and catch them upon return. Otherwise, they disappear.

Read on for a gameplay preview of the rest of the Game Boy Advance launch lineup.

THE HANDS-ON TREATMENT

BY UNCLE DUST

- Developed and published by Konami
- Target release date: June

GAME BOY ADVANCE

HANDS-ON

KONAMI KRAZY RACERS

KONAMI'S SECOND ENTRY for the Game Boy Advance launch is Krazy Racers, a cartoon-style kart racer that enables you to pick from a selection of goofy looking, big-headed versions of characters from franchises like Castlevania and Metal Gear. The preview version had 16 tracks with myriad hazards—like trees, rivers, and jumps—along with power-ups like rockets and turbo boosts to keep the action fast. While it had a ways to go to catch the upcoming Mario Kart Advance, Konami Krazy Racers is a solid effort with a head start.

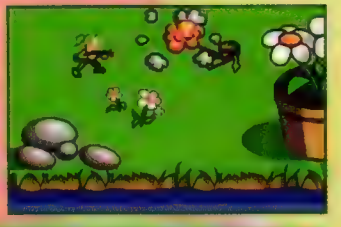
BY UNCLE DUST

- Developed and published by 3DO
- Target release date: June

GAME BOY ADVANCE

HANDS-ON

ARMY MEN ADVANCE



3DO'S MEGA-FRANCHISE is attacking the GBA with Army Men Advance, a standard 2D adventure game. You play as either Sarge or Vikki while continuing the struggle against the Tan army. The preview version showed rather pretty graphics of both the human and toy worlds, and the simple shoot-em-up gameplay already delivered some fun.

BY UNCLE DUST

- Developed by Vision Works
- Published by Kemco
- Target release date: June

GAME BOY ADVANCE

HANDS-ON

TOP GEAR GT CHAMPIONSHIP

KEMCO IS BRINGING a portable version of its popular racing series to the GBA with Top Gear GT Championship. This street racer will fill its garage with 22 authentic cars from the All Japan Grand Touring Car Circuit to race on six of Japan's toughest tracks. The preview version had sharp graphics and surprisingly deep customization options, but the controls were sluggish.

BY UNCLE DUST

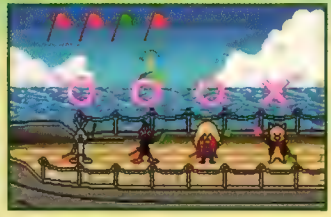
- Developed and published by Kemco
- Target release date: June

GAME BOY ADVANCE

HANDS-ON

TWEETY AND THE MAGIC JEWEL

THE LOONEY TUNES gang is also coming out for the GBA launch with a party game, Tweety and the Magic Jewel. Much like Mario Party, Tweety will be a virtual board game that should keep your thumbs moving with a multitude of mini-games. The graphics and gameplay seem good enough to keep party animals happy—that is, until Mario Party makes its handheld debut.



LATE ENTRIES TO THE STARTING LINEUP

The following games are being penciled in late to make the Game Boy Advance launch—but they include some cool franchises that should make a big splash.

HIGH HEAT MLB 2002

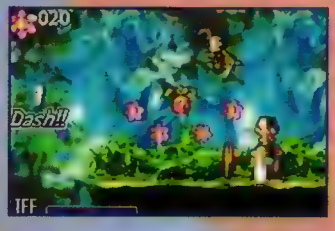
By 3DO

3DO IS BRINGING its baseball franchise to the Game Boy Advance. After a stellar PlayStation 2 version, this could be just the thing for baseball fans on the go.

DINOSEE: WINGS OF ADVENTURE

By Activision

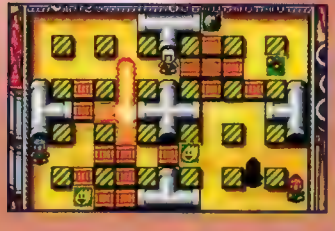
THIS SILLY PLATFORMER should provide gamers with another unique selection at launch. But there's just one question: "Why does his head get so big?"



BOMBERMAN TOURNAMENT

By Activision

ONE OF THE best multiplayer franchises is set to blow up at the GBA launch, since Activision snagged the U.S. publishing rights.



GT ADVANCE RACING CHAMPIONSHIP

By THQ

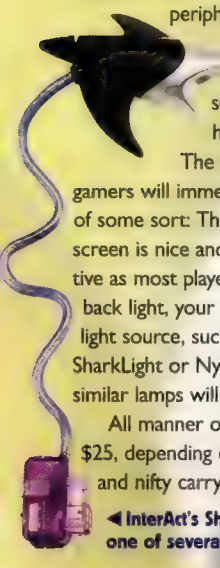
YET ANOTHER RACER charges up to the starting line for the GBA launch. Will it have the power to go the distance?

ADVANCED ACCESSORIES

LIKE ITS PREDECESSORS, no Game Boy Advance would be complete without a gaggle of gadgets. Rest assured, the major third-party peripheral companies (not to mention the minor ones) are preparing a ton of accessories to enhance your handheld experience.

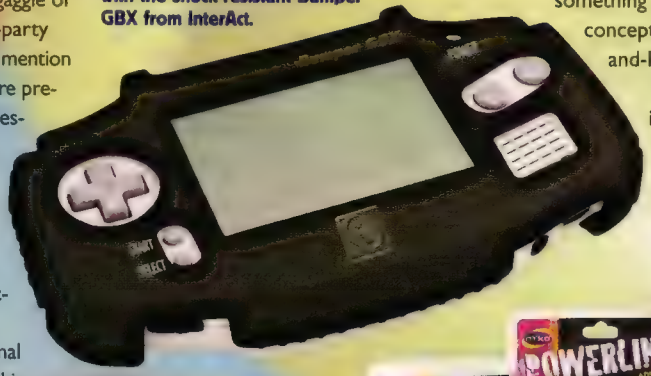
The one peripheral most gamers will immediately want is a light of some sort: The Game Boy Advance screen is nice and large but not as reflective as most players would like. With no back light, your only option is an external light source, such as InterAct's cool-looking SharkLight or Nyko's GBA update of the original Worm Light. These and similar lamps will run you about $10.

All manner of rechargeable battery packs are plentiful, too (from $10 to $25, depending on the extras and options), as well as third-party link cables and nifty carrying cases. InterAct's Bumper GBX ($10) is particularly neat; it provides a rubber cushion on all sides, so if you drop your GBA, it has shock protection.



◀ **InterAct's SharkLight is just one of several mini-lamps.**

▼ **Accident-prone? Protect your investment with the shock-resistant Bumper GBX from InterAct.**



The Bumper also gives gamers with larger hands something to hold on to. Mad Catz is taking the concept one step further with its $10 metal-and-PVC Roll Cage.

Check out your local store and future installments of *GamePro* Labs to see what's out there!

▼ **Nyko joins InterAct, Mad Catz, Nintendo, and many other companies to provide GBA peripherals and accessories.**

THE FUTURE'S SO BRIGHT....

With over 20 launch titles, gamers who get their hands on a Game Boy Advance will have plenty of choice. But just to whet your appetite even more, *GamePro* checked out a couple of future titles.

SONIC THE HEDGEHOG ADVANCE

BY UNCLE DUST

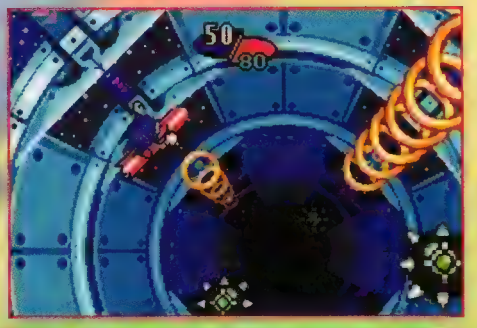
- Developed and published by Sega
- Target release date: Summer 2001

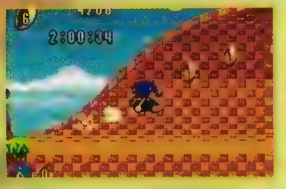
GAME BOY ADVANCE

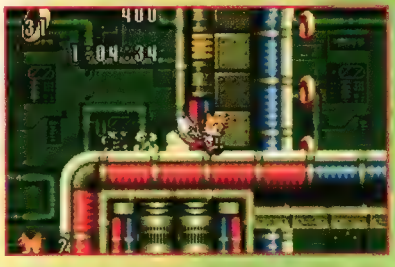
FIRST LOOK

SEGA'S LITTLE BLUE dynamo is zooming his way to the Game Boy Advance in Sonic the Hedgehog Advance. Using all of the power of the new handheld, Sonic should run at a blazing frame rate as he motors like crazy collecting Chaos Emeralds, spinning through loops, and even grinding on rails in this new 2D side-scroller, reminiscent of the Genesis classics.

This historic release will usher in a new era for Sega, so expectations are high—but when was the last time the Hedgehog let gamers down? So get ready to put Sonic, Tails, and the rest of the gang in your pocket when Sega unleashes Sonic the Hedgehog on Game Boy Advance gamers.







MARIO KART ADVANCE

BY UNCLE DUST

- Developed and published by Nintendo
- Target release date: Summer 2001

GAME BOY ADVANCE

EVEN THOUGH NINTENDO'S main man is making his debut at the launch with Super Mario Advance, the mighty plumber's next game may really steal the show. Highly addictive racer Mario Kart Advance is already up and running, and, judging from a preview version, this title should blow the doors off the competition.

Moving at a smooth frame rate with sparkling graphics, this game should be everything you've come to expect from the Mario Kart franchise—except this time, you can take it with you. Linked multiplayer gameplay for up to four people (using either one or up to four cartridges) will deliver some fun driving madness in either race or battle mode. If you don't have three friends with link cables by the time this game comes out, you'll be sorry.

Still not interested? Then peruse this mammoth list of upcoming titles in development for the GBA. If you don't find a game to like here, you just don't like games.

THE REST OF THE STORY

ACTIVISION
SPIDER-MAN: MYSTERIO'S MENACE (Fall 2001)
X-MEN: REIGN OF THE APOCALYPSE (Fall 2001)
SHAUN PALMER'S PRO SNOWBOARDER (Fall 2001)
MAT HOFFMAN'S PRO BMX (Fall 2001)
DOOM (To be determined)
STUART LITTLE (To be determined)

BAM! ENTERTAINMENT
HOT POTATO! (June)
SPORTS ILLUSTRATED FOR KIDS BASEBALL (September)
SPORTS ILLUSTRATED FOR KIDS FOOTBALL (September)
POWERPUFF GIRLS: MOJO JOJO'S TITANIC TAKEOVER (September)
DRIVEN (October)
ECKS VS. SEVER (November)
DEXTER'S LABORATORY: DEE DEE DISASTER! (November)

CAPCOM
FINAL FIGHT ONE (July)
MEGA MAN BATTLE NETWORK (July)
SUPER STREET FIGHTER II (August)
BREATH OF FIRE I (September)
STREET FIGHTER ALPHA 3 (Fall 2001)

INFOGRAMES
SUPERMAN (Fall 2001)

KONAMI
ESPN X-GAMES SKATEBOARDING (Fall 2001)
ESPN CHAMPIONSHIP GOLF (Fall 2001)
CONTRA (WORKING TITLE) (2002)

LEGO MEDIA
BIONICLE: TALES OF TOHUNGA (September)
LEGO RACERS 2 (September)
LEGO ISLAND 2 (September)

MAJESCO
FORTRESS (July)
F-14 TOMCAT (July)
DARK ARENA (Fourth Quarter 2001)
CAESAR'S PALACE (Fall 2001)

NAMCO
KLONOA (To be determined)
NAMCO MUSEUM ADVANCE (To be determined)
PAC MAN ADVANCE (To be determined)

NINTENDO
NEW METROID GAME (To be determined)
KURU KURU KURIN (To be determined)
NAPOLEON (To be determined)
GOLDEN SUN (To be determined)
GAME BOY WARS ADVANCE (To be determined)
WARIO LAND 4 (To be determined)
TACTICS OGRE (To be determined)

SEGA
PUYO PUYO (To be determined)

TDK MEDIACTIVE
LADY SIA (Summer 2001)

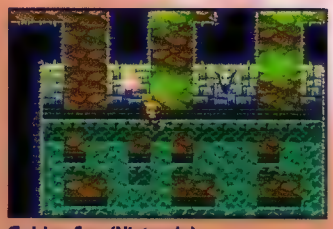
TECMO
MONSTER RANCHER 3 (To be determined)

THQ
POWER RANGERS TIME FORCE (Summer 2001)
ROCKET POWER (Summer 2001)
SPONGE BOB, SQUARE PANTS (Fall 2001)
JIMMY NEUTRON, BOY GENIUS (Fall 2001)
DISNEY'S ATLANTIS: THE LOST EMPIRE (Winter 2001)
STAR WARS EPISODE I: JEDI POWER BATTLES (Fourth quarter 2001)
TETRIS WORLD (Fourth quarter 2001)

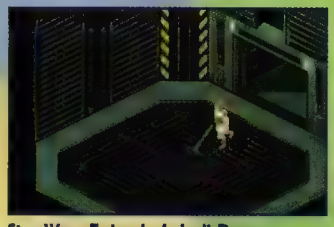
TITUS
PLANET MONSTERS (September)
EUROSOCCER (September)
PREHISTORIK MAN (October)
KAO THE KANGAROO 2 (November)

UBI SOFT
BONX (October)
BATMAN: VENGEANCE (October)

UNIVERSAL INTERACTIVE
SPYRO THE DRAGON (WORKING TITLE) (To be determined)


Golden Sun (Nintendo)

Super Street Fighter II (Capcom)


Star Wars Episode I: Jedi Power Battles (THQ)

Batman (Ubi Soft)

Dark Arena (Majesco)

CHECK OUT GAMEPRO.COM FOR EVEN MORE GAME BOY ADVANCE ANNOUNCEMENTS!

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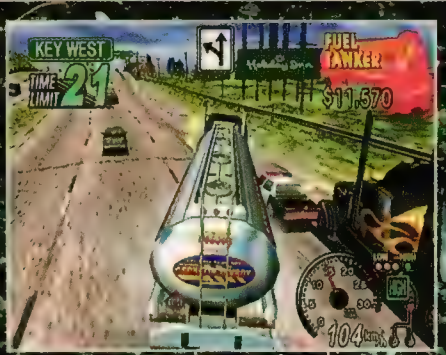
EVERYONE E CONTENT RATED BY ESRB

Animated Violence

Dreamcast



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Real motocross racing with 20 pro riders on 15 MX and SX tracks

Pull insane tricks in arenas and wide open environments

Backflips, frontflips, 360s ...need we say more?

Bust tons of tricks including Indian Airs, Supermans and signature moves

Set the record in the Bus Jump and Step Up Challenges

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RATING PENDING RP CONTENT RATED BY ESRB

KTM SPORTMOTORCYCLES

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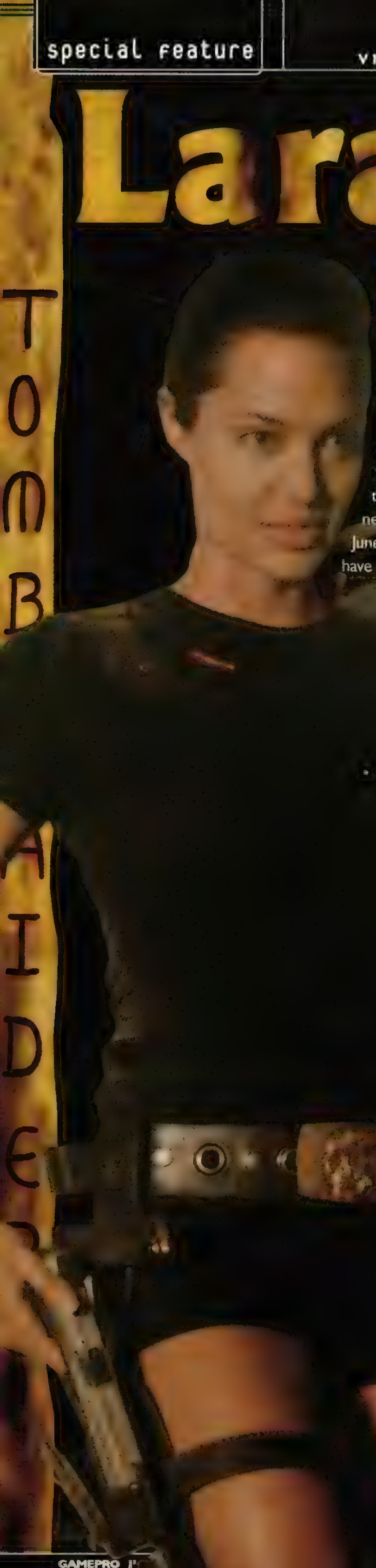
MX2002
featuring Ricky Carmichael
THE EVOLUTION OF MOTOCROSS
PlayStation.2
GAME BOY ADVANCE
THQ
www.thq.com

Lara Goes to



Angelina Jolie straps on a pair of pistols and a British accent to save humanity's future—and the future of movies based on video games. *By Star Dingo*

VIDEO GAME MOVIES have come and video game movies have gone—and not a single one has left a good taste in the mouths of the critics, the public, or even the gamers for which these films are supposedly made. With Paramount's new Tomb Raider movie hitting the big screen this June, hopefully all that's gonna change...or else Lara will have to eat her shorts.

Lara-ific Angelina Jolie and director Simon West discuss Lara's motivation for not packing a warmer outfit.

"In some ways," says Jolie, "Lara Croft is a female James Bond for the new millennium."

Press Start

Descend into the vast stone chamber. Do you see that column up on the ceiling, attached to that rope? Cut the rope and the column swings down, smashing the giant bowl that the giant three-headed golden idol is holding. The ditch around that center platform then fills with water, so watch out! The draining water brings the monkey-warrior statues to life. Head to the center platform to find a slot where you can insert the talisman to uncover the first clue to the finding the Clock of Ages.

No, this isn't a walkthrough. This is a set of the Tomb Raider movie in London's historic Pinewood Studios (James Bond's cinematic home base), and you've just wandered into what can be described only as a life-sized video game level. This one happens to re-create the Angkor Wat temple, just one of the locations that Lara Croft visits in her first big-screen adventure. The scope, shape, and scale of the chamber is astonishing, and it seems to have been plucked straight from the mind of a level designer at Core. Two minutes into your visit to the *Tomb Raider* set, and already the future is looking bright.

A Tale of Two Pistols

The history of video game movies is riddled with train wrecks and fiascoes, so it was assumed that *Tomb Raider* would inevitably go the way of *Street Fighter* or *Super Mario Brothers*. But when British director Simon West (*Con Air*) agreed to do a movie based on the Tomb Raider series, that agreement came with a catch....

"It's a film I really, really wanted to do," says West, "but the scripts were exactly what you'd expect: an Indiana Jones mixed with Austin Powers sort of thing; an English character

Maybe pulling that sword out of the slot wasn't a good idea after all....

Hollywood

written by Americans, and Lara was all about the queen, red busses, phone boxes, and bobbies." Despite script problems, West thought the idea of a Tomb Raider movie had potential, so he decided to take on the task of rewriting the screenplay himself instead of watching the project go down the well-worn road paved by films like *Double Dragon* and *Mortal Kombat: Annihilation*.

In *Tomb Raider*, the film, we get to see a brand-new chapter of Lara's life. The intrepid relic hunter is at the center of a vast, supernatural conspiracy. Every 5000 years, the planets align and whoever holds the ancient Clock of Ages can use it to bring time to a standstill. Lara teams up with another rugged adventurer named Alex Marrs (Daniel Craig) to put a stop to the nefarious designs of a rival treasure-seeker named Powell (Iain Glen) and the mysterious organization for which he works. The events in the film take Lara from the historic temples of Angkor Wat to the frozen wastes of Siberia, and took the crew across the globe as they filmed on location from Cambodia to Iceland.

Jolie steps through a routine with her stunt coordinator. Angelina's attitude? "I'll try anything."

A Swift Kick in the Shorts

Producer Lloyd Levin (*Mystery Men*) says that in order to stay true to the heart of the game (and to avoid potentially betraying fans), Paramount maintained a very close relationship with Core Design and Eidos throughout the filming process. "It was never a matter of them coming to us and saying 'you can't do this,'" says Levin. "It was more us going to them and saying 'What do you think of this?' And they were always excited about what we brought to them."

In fact, when Paramount came up with the radical notion that Lara should no longer be clad in a turquoise top and brown shorts, Core didn't fly off the handle like Levin expected—as it turns out, Core was thinking the very same thing. After a long string of nearly identical games of waning popularity, everyone knew that Lara needed to change (at least her clothes)…or die.

In addition to Lara's expanded wardrobe, *Tomb Raider* will explore a story that has no direct ties to those in the games. Of course, West has tried to maintain that delicate balance other video game movies have failed to find between source material and interpretation. "A hundred million people play the game," he says. "It would be stupid to annoy that many people by changing stuff that didn't need changing."

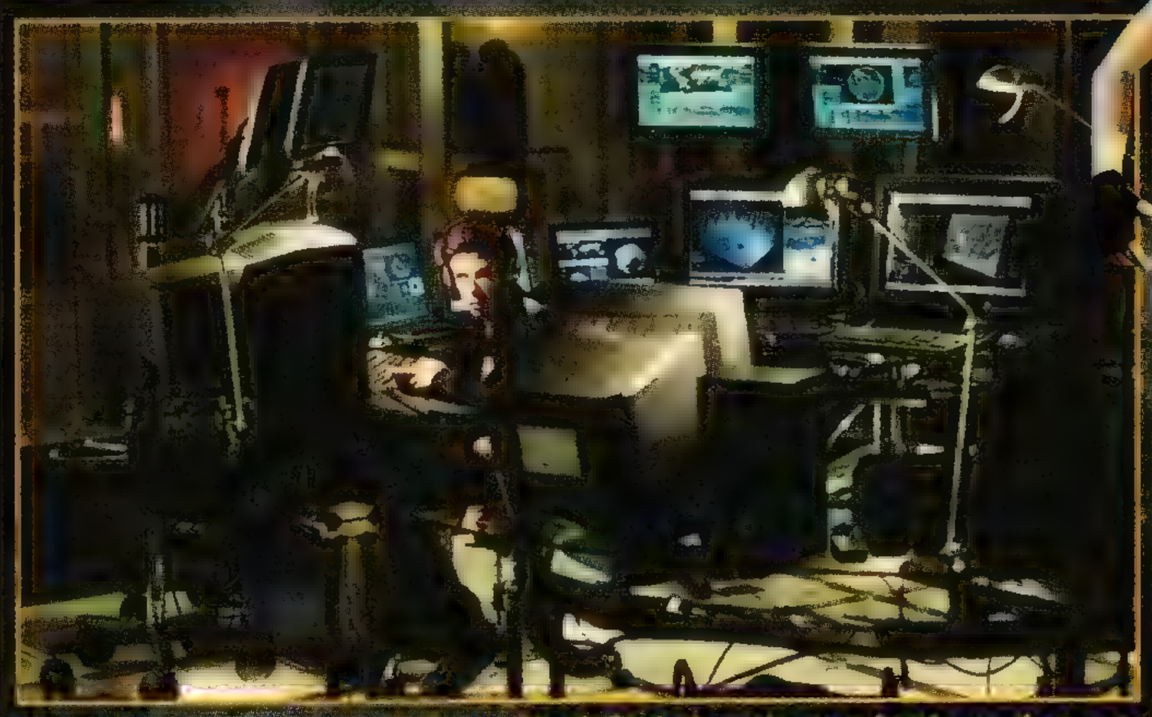
Techno-geek Bryce (Noah Taylor) and Lara's butler, Hillary (Red Dwarf's Chris Barrie), help Ms. Croft unravel an enigma.

Alex, Powell, and Pinnis run into a problem while pursuing the Clock of Ages.

Go West, Young Raider

Of course, you could have $800 zillion dollars and the best freakin' script since *The Godfather*, and a Tomb Raider movie could still flop like a carpet-bound

CONTINUED ▶



When not assisting Ms. Croft, Bryce (Noah Taylor) works as a freelance designer for Lara's next-gen console adventures.

Behind the Screens

Change or die. That's been Core Design's central philosophy in developing Lara's next-gen console adventures for the PlayStation 2, Xbox, and GameCube. Hell, the series isn't even going to be called "Tomb Raider" anymore, and Core has hinted that shades of games like Shenmue will be present in her next episodic, cinematic quest. Still, Lara's original adventures are at the heart and soul of the movie, and a few members of the cast and crew were kind enough to share their gaming experiences with us:

Simon West, director: "I wasn't necessarily a fan of the game before making this film, but after I came on board, I spent three months pulling my hair out, obsessed with Last Revelation."

Kirk Petrucelli, production designer: "I'm not very good, so I'd rather watch other people play. I love the scenery, the spectacular visuals; the games are all very cinematic."

Angelina Jolie, Ms. Croft: "I'm terrible at the game. I kill her constantly…and I love to. She makes these little sounds that I'm very fond of."

Tomb Raider marks the first time Cambodia has opened its doors to filmmakers since *Lord Jim* (1964).

goldfish without a believable Lara Croft. Enter Academy Award–winning actress Angelina Jolie to save the day.

"She was my first and only choice," says West, "I couldn't think of anyone else who could do it justice. Lara is gorgeous, with wit and brains and humor, and I needed an actress who could do all that. Angelina is the only one who could do all that and not disappoint the gamers." Apparently, the feeling is mutual.

"Simon has an amazing imagination," says Jolie, "I didn't really want to do this film until I met Simon. I thought it was going to be a bad idea." But looks, talent, and a spot-on fake British accent aren't the only assets Jolie brings to the role. She also does most of her stunts in the film. Movie Lara is as agile as her video game counterpart, so Angelina—much to Simon West's frequent horror—has been leaping through windows on bungie cords, jumping off motorcycles, and swinging on beams through ancient chambers. She even earned a pilot's license and underwent underwater training as filming progressed. Ya know, just in case.

"I actually sign her [Lara's] name now, I don't have an identity anymore." Jolie says, though she doesn't seem to mind. "Lara is a great role model. I don't really care what people are going to say about me as an actress. And it's great having kids wanting to know how long I can hold my breath underwater."

Game Over... That's a Wrap

Tomb Raider is backed by the right tools, talent, and tender loving care that mark movie success stories, so Lara Croft is in position to finally pull video game movies out of their deep ditch. Yet even if Lara should stumble and fall, the fate of video games on the big screen isn't sealed yet: This summer, in the wise words of Yoda, "There is another...."

MORE VIDEO GAME MOVIES ▶

"When we go into the tombs," says director Simon West, "we can change the rules completely."

Bryce (Noah Taylor) takes a not-particularly-deserved break.

Lara and Hillary take a moment to scope out the stars, because when the planets align, all hell will break loose.

"Everyone wants to be Lara," says Jolie, "or have her as their girlfriend."

Lara confronts her father's old nemesis, Manfred Powell (Iain Glen).

Toy Raider

"I saw the little plastic head and I nearly passed out," said Angelina Jolie after seeing Playmates Toys' *Tomb Raider* Movie action figure lineup, "It's just soooo bizarre." The $6.99 to $8.99 line consists of four figures of Ms. Croft, one of a Stone Monkey-Warrior, and a two-pack featuring Lara and her robotic nemesis from the film. Playmates is also bringing out two 12" Lara Croft figures for around $24.99. Concerned Angelina/Lara fans should buy them now so Jolie doesn't have to be creeped out by seeing her own face in plastic every time she walks into a toy store.

...Are you receiving this?...

not re

[have] enco

heavy resistance...

need

Contact...at HQ and

encrypted the frequency

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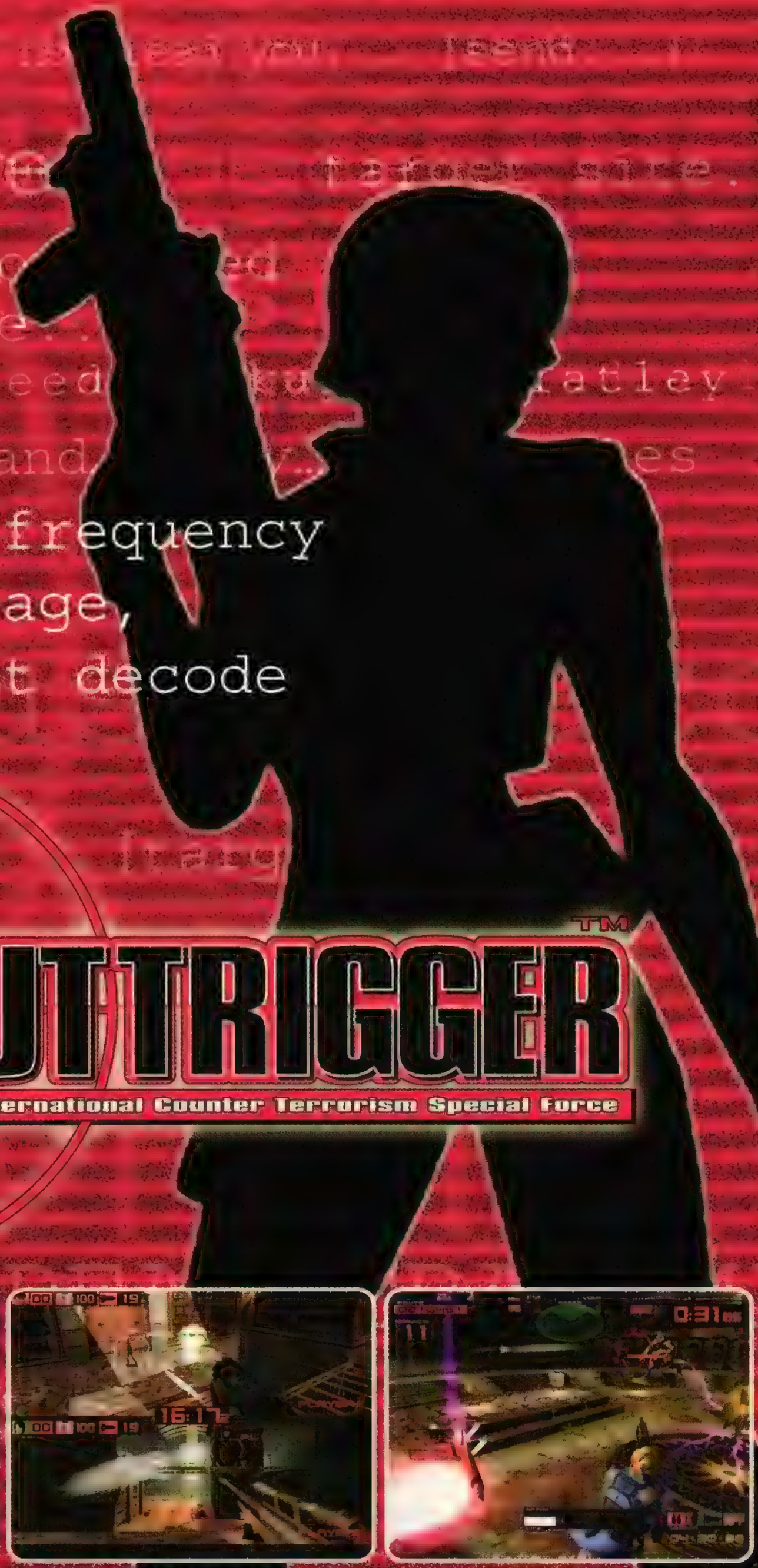

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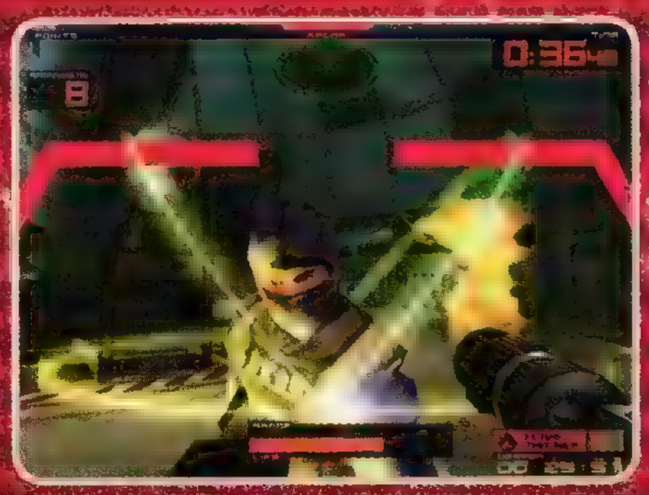

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TEEN T CONTENT RATED BY ESRB

Animated Violence

Dreamcast

ONLINE MULTI-PLAYER

e Dreamcast logo, and
ented by AM2 of CRI.

Final Fantasy's

This July, the epic series that revolutionized console RPGs stands to lead another revolution—this time, into the "reel" world.

By Star Dingo

YOU'VE GLIMPSED THE faces, eyes, hands—in short, the computer-generated human beings barely distinguishable from the real thing. You've "ooh-ed," you've "ahh-ed," you've sworn you'd be first in line. But a computer-generated eye does not a good movie make. To be successful, a movie has to have a story, a heart. Luckily, with Final Fantasy creator Hironobu Sakaguchi in the director's chair of *Final Fantasy: The Spirits Within*, theater goers shouldn't end up with anything less.

"Natural human facial expressions were the most difficult aspect," says Sakaguchi. "Our eyes are naturally critical of artificial movements since we observe real ones every day."

Beyond the Fantasy

The year is 2065. A meteor has crash-landed on Earth, unleashing a host of invisible, soul-consuming alien parasites known as Phantoms. The human race is in trouble. Enter Dr. Aki Ross, a renegade scientist who ventures from the great Barrier Cities to salvage the last remaining scraps of life from our dead planet. Aki (voiced by *Mulan*'s Ming-Na) is infected by an alien spirit and haunted by recurring nightmares of ancient alien wars and strange, unearthly happenings. It's there, in her dream world, where she hopes to find the locations of eight spirits who could hold the key to humanity's salvation. Assisting her is Captain Gray Edwards (voiced by Alec Baldwin), leader of a government-operated military squadron known as Deep Eyes; opposed is General Hein (voiced by James Woods), a military official who has different plans for dealing with the Phantom menace.

All right, that all sounds spiffy enough—but Earth? In 2065 AD? Where are the Chocobos? Where are the Guardian Forces? Where's Wedge, where's Biggs, where are the Active Time Battles, Gunblades, and Ultima Spells? What the hell does this have to do with Final Fantasy as we've played it?

Doctors help Aki Ross struggle with the Phantom that threatens her life.

Answer: *The Spirits Within* isn't a sequel to any Final Fantasy game, just like no Final Fantasy game is a sequel to any of the other games. The film is more of a spiritual successor. Yet Director Hironobu Sakaguchi hopes to infuse the movie with the same grand themes of love, life, death, and spirituality that have marked the games.

"I've always wanted to create a new form of entertainment," says creator/director Hironobu Sakaguchi, "that fuses the technical wizardry of interactive games with the sensational visual effects of motion pictures."

Aki (voiced by Ming-Na) and Gray (voiced by Alec Baldwin) search for life on an Earth devastated by soul-sucking aliens.

Barrier City: mankind's last line of defense against the Phantom menace.

A member of the Deep Eyes squadron gears up for battle.

Next Frontier

Beyond the Reality

The big question on everyone's mind, which emerged even before the movie was barely a whisper of a rumor of an idea, is why even bother? Why go through all this effort to make photo-realistic digital humans when real ones are in bountiful supply—and will work for a lot less?

The answer lies in a little movie made back in 1986 called *Aliens*. Think about how cool Ripley's battle with the alien queen was, and how convincing that battle still looks today. *Aliens* was made with people and fancy-ass puppets. Filmmakers today, however, keep trying to mix real-live actors with computer-generated (CG) images, a process akin to mixing oil and water; in fact, despite film's technological advancements, that mixture still doesn't look totally seamless. *Aliens* succeeds because real-life people do blend seamlessly with real-life props. It stands to reason, then, that CG characters would blend just as well with CG worlds.

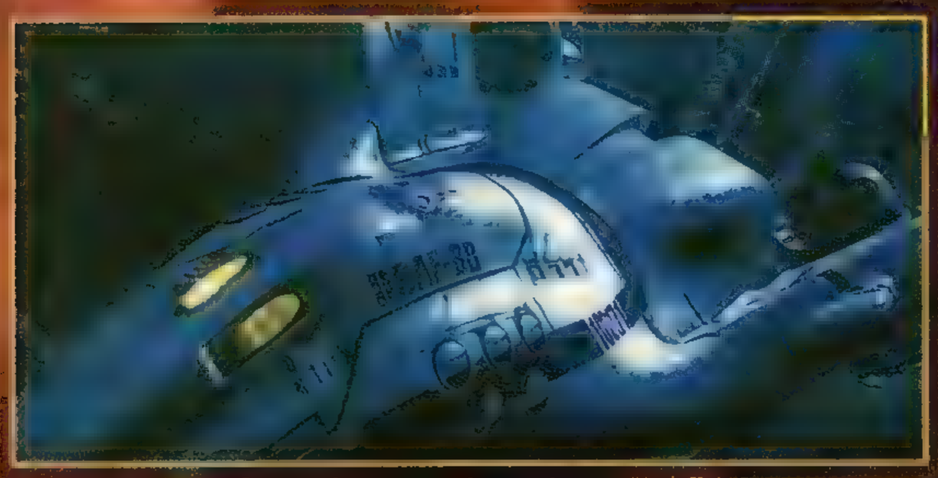
Aki holds the key to humanity's salvation inside her—as well as something a little more sinister.

Most of the roughly three-year production of *Final Fantasy* has taken place at Square Pictures' Honolulu-based digital backlot, where actors wearing motion-capture suits mimed to the prerecorded voices of Ming-Na, Baldwin, Woods and the rest of the voice crew. After that, Square and Columbia's aptly named hyperReal animation system created wireframe models of the actors' movements, then covered them with the most realistically designed skin textures and hair ever to grace a polygonal form.

The layering process took a huge amount of time, detail, and care (not to mention money) to master. In fact, because most of *Final Fantasy*'s development time and money went into tweaking the hyperReal technique, the turnaround time for a second film (which is rumored), would be far faster and its budget notably smaller.

Beyond the Movie

So what does all this mean for the future of video game movies? How about movies in general? Even if the *Final Fantasy* movie doesn't succeed on its own merits, the movie's hyper-reality breakthrough has opened up a million new paths for filmmakers to follow, from previously unfilmable sci-fi epics (*Fight Club* director David Fincher has an all-CGI version of Arthur C. Clarke's *Rendezvous with Rama* in the works) to fantasies with the surreal scale of what you see in PS2 cut-scenes. So don't be too surprised if you hear word of a computer-generated Parasite Eve or Onimusha movie if *The Spirits Within* busts out big time. Here's hoping this *Final Fantasy* doesn't live up to its name.



Forget Airships. Spaceships are the only way to fly.

At the end of a difficult day, nothing beats scanning your friends for alien viruses.

Ving Rhames vokes Master Sergeant Ryan Whittaker, Captain Edwards' second-in-command

They Just Keep On Coming...

If Lara and Aki can't save game movies, maybe one of these other video game flicks in development can:

Duke Nukem: **Aliens invade Earth. Duke, presumably, nukes 'em. Still in way-early production, but The Rock might be playing Duke.**

The House of the Dead: **Scary-yet-hip movie about zombies, with indie dork Mark Altman attached.**

Resident Evil: **Hip-yet-scary flick about the walking undead with David Boreanaz (Buffy's Angel) and Milla Jovovich (*The Fifth Element*) on board. Now filming!**

Doom: **Been in development hell since, well, the first Doom game came out. Todd McFarlane was once on board as conceptual designer.**

Crazy Taxi: **The Donner Company (*X-Men, Lethal Weapon*) will co-produce this action/comedy, which promises insane stunts.**

Parasite Eve: **Optioned first by Madonna, now it's sitting there in limbo, but a crappy Japanese version exists.**

Mortal Kombat 3: **No script yet, but that will probably take about four minutes once they train the right monkey.**

Half-Life: **Optioned, but we know more about the end of the world than we do about this one.**

Dragon's Lair: **Reportedly a continuation of Don Bluth's animated laser disc–based epic, on track for a 2002 release.**

Soul Calibur: **Directed by Hong Kong martial arts superstar and Jackie Chan chum, Sammo Hung.**

Wes Craven's American McGee's Alice: **Actually, the current working title is *Dark Wonderland*.**

A PERFECT 10

GamePro held an election for perfection, and the votes are in. Take a look at the winners of the 10th Annual Readers' Choice Awards for the best games of 2000—as chosen by you.

By Dan Elektro and Iron Monkey

Best Fighting Game

1. **Tekken Tag Tournament**
   By Namco • PlayStation 2 • Teen
2. **Marvel vs. Capcom 2**
   By Capcom • Dreamcast • Teen
3. **WWF SmackDown 2**
   By THQ • PlayStation • Teen

Namco has the uncanny ability to bring its fighters home with visuals and gameplay that match or surpass its arcade source material. Last year, Soul Calibur took this prize, and this year, it goes to TTT.

Best Action Game

1. **Dynasty Warriors 2**
   By Koei • PlayStation 2 • Teen
2. **Armored Core 2**
   By Agetec • PlayStation 2 • Teen
3. **Crash Bash**
   By Sony • PlayStation • Everyone

"You and what army?" Answer: the ancient Chinese warlords of Dynasty Warriors 2—the game that conquered this category. Of course, there was still room for giant robots and bandicoots, too.

Best Shooting Game

1. **Silent Scope**
   By Konami • PlayStation 2/Dreamcast • Mature
2. **Star Wars Episode I: Battle for Naboo**
   By LucasArts • Nintendo 64 • Teen
3. **Ace Combat 3**
   By Namco • PlayStation • Everyone

Silent Scope earned more votes than any other game in a single category, with a whopping 55 percent. Not bad for a game missing its signature rifle peripheral.

Best Adventure Game

1. **Shenmue**
   By Sega • Dreamcast • Teen
2. **Resident Evil Code: Veronica**
   By Capcom • Dreamcast • Mature
3. **Spider-Man**
   By Activision • PlayStation • Everyone

Shenmue…worth the hype and the wait? Our readers thought so, as the martial-arts epic snagged honors for Best Adventure Game. Zombies and spiders made good showings this year, too.

Best Combat Game

1. **Perfect Dark**
   By Nintendo • Nintendo 64 • Mature
2. **Syphon Filter 2**
   By 989 Studios • PlayStation • Mature
3. **The World Is Not Enough**
   By EA Games • N64/PlayStation
   Teen

Rare's long-awaited follow-up to GoldenEye commanded a strong lead, while the sequel to last year's winner settles for second. And since the World Is Not Enough, let's hope that third place is enough for Bond.

Best Role-Playing Game

1. **Final Fantasy IX**
   By Square EA • PlayStation • Teen
2. **The Legend of Zelda: Majora's Mask**
   By Nintendo • Nintendo 64 • Everyone
3. **The Legend of Dragoon**
   By Sony • PlayStation • Teen

Did anybody not expect FFIX to fly away with this one? Probably not—until further notice, Square EA owns this category. Even the combined votes for the two Legends couldn't outnumber those cast for FFIX!

Best Racing Game

1. **Crazy Taxi**
   By Sega • Dreamcast • Teen
2. **Gran Turismo 2**
   By Sony • PlayStation • Everyone
3. **Driver 2**
   By Infogrames • PlayStation • Teen

Last year's Best Arcade Game winner roared with relative ease into first place, paving the way for possible multiplatform sequels. In the race for second, GT2 edged Driver 2 out by just a handful of votes.

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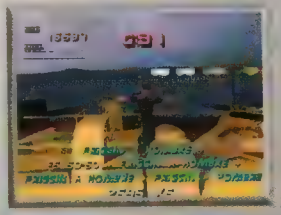
Best Extreme Game



1. **Tony Hawk's Pro Skater 2**
   By Activision • PlayStation/Dreamcast • Teen
2. **SSX**
   By EA Sports Big • PlayStation 2 • Everyone
3. **Jet Grind Radio**
   By Sega • Dreamcast • Teen

With more than half of this category's votes behind Tony, the gap between THPS2 and its competition was larger than any skater could hope to ollie. Will SSX and JGR sequels ground the Birdman next year?

Best PC Game

1. **The Sims**
   By Maxis • Everyone
2. **Diablo II**
   By Blizzard • Mature
3. **Command & Conquer: Red Alert 2**
   By Electronic Arts • Teen

What's your definition of hell: rivers of flame and blood or pixel-perfect suburbia? Readers had a tough time choosing, but The Sims pulled out a victory over the Lord of Terror's return. Nobody else came close.

Best Sports Game: Football

1. **Madden NFL 2001**
   By EA Sports • PlayStation 2 • Everyone
2. **NFL 2K1**
   By Sega • Dreamcast • Everyone
3. **NFL GameDay 2001**
   By 989 Sports • PlayStation 2 • Everyone

Boom! Madden reclaimed its throne from last year's NFL 2K upset, garnering almost half the votes cast. Sega's franchise made another strong showing this year and GameDay...was the only other choice.

Best Arcade Game

1. **Marvel vs. Capcom 2**
   By Capcom
2. **Silent Scope 2: Dark Silhouette**
   By Konami
3. **18 Wheeler American Pro Trucker**
   By Sega

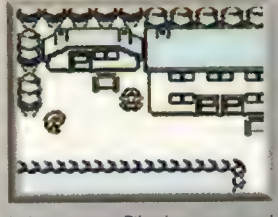
Three games that indulge male fantasies: I wanna be a superhero, I wanna be a police sharpshooter, I wanna be a...trucker. Enjoy the arcade award while you can—2000 might be the last of its existence.

Best Sports Game: Other

1. **Mario Tennis**
   By Nintendo • Nintendo 64 • Everyone
2. **Ready 2 Rumble Boxing: Round 2**
   By Midway Home Entertainment
   Dreamcast/PlayStation 2 • Teen
3. **NBA 2K1**
   By Sega • Dreamcast • Everyone

Hmmm...Mario, Michael Jackson, and Allen Iverson in one category? It's a good year for fantasy-tinged sports games. Office favorite Virtua Tennis placed a close fourth, for what it's worth.

Best Handheld Game



1. **Pokémon Gold/Pokémon Silver**
   By Nintendo • Game Boy Color • Everyone
2. **Donkey Kong Country**
   By Nintendo • Game Boy Color • Everyone
3. **Spider-Man**
   By Activision • Game Boy Color • Everyone

I choose you, Pikachu—you and your 250 friends! The metallic marvels held a commanding lead over Donkey Kong, while Spidey swung into third. With the brand-new GBA, next year's contest should be hot.

Best Brain Game

1. **Mario Party 2**
   By Nintendo • Nintendo 64 • Everyone
2. **Who Wants To Be a Millionaire 2nd Edition**
   By Sony • PlayStation • Everyone
3. **Pokémon Stadium**
   By Nintendo • Nintendo 64 • Everyone

Nintendo mascots took two of three interrupted only by Regis Philbin (a human Pokémon, really). The Dreamcast isn't represented in the cerebral arena, but wasn't Sega's Dreamcast motto "It's thinking"?

Game of the Year

1. **Final Fantasy IX**
   By Square EA • PlayStation • Teen
2. **Tony Hawk's Pro Skater 2**
   By Activision • Dreamcast/PlayStation
   Teen
3. **Shenmue**
   By Sega • Dreamcast • Teen

Epic storytelling and massive replay value reigned in the most important category. THPS2 and FF kept up with last year thanks to their prequel games, while Shenmue starts what could be a lengthy dynasty...

BY THE HUMAN TORNADO

- Developed by Dynamix
- Published by Sierra
- $44.99
- Available now
- Shooting
- 64 players (online)

TEEN T CONTENT RATED BY ESRB

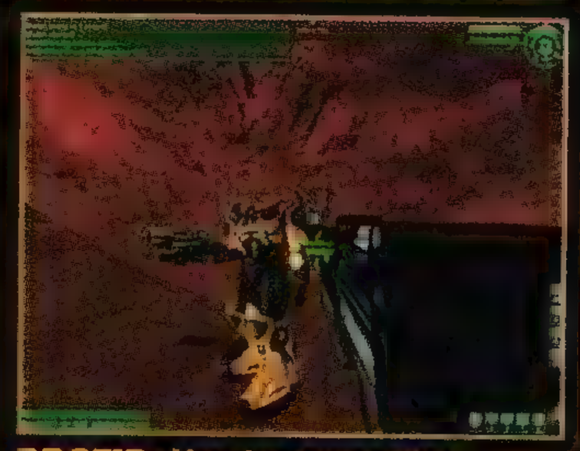
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	5.0	3.5	4.0

TRIBES 2

Recommended System Specs

- Windows 95/98
- Pentium III 500 MHz
- 128 MB RAM
- 3D video card with 12 MB RAM
- Direct Sound–compatible sound card

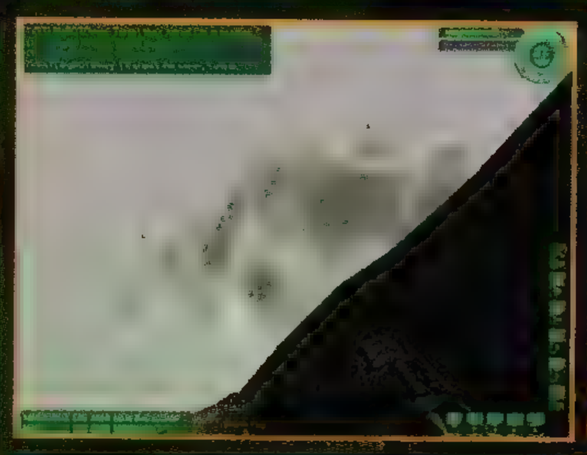
STARSIEGE: TRIBES TOOK the Internet by storm back in 1999, and its highly anticipated sequel will please hardcore Tribes fans thanks to a slew of new features and tweaks. A few flaws, however, keep it from multiplayer perfection, especially for gamers new to the Tribes universe.



PROTIP: Use the sniper rifle to take out turrets from a safe distance.

PROTIP: Launch grenades into the enemy base before going in.

PROTIP: Bring the sniper rifle or a sniper with you to take out a few enemies before rushing in to grab the flag.



PROTIP: Use the Shrike fighter to take out radar and turrets, and the fighter or speederbike to steal the flag.

PROTIP: Designate someone as commander to focus on looking at the command map and coordinating team play.

PROTIP: Attack enemies at their base from afar to lure them from the flag, so your teammate can grab it.

Tribal Instinct

For the uninitiated, Tribes 2 is a multiplayer first-person shooter with an emphasis on team strategy played in large outdoor environments, either on foot or in a number of vehicles. With up to 64 players a game (online), the action can become insanely chaotic; when using the command map to give orders and set waypoints, though, you may find a game that's something of a real-time strategy. Modes include capture-the-flag, assault/defend, bounty, rabbit, and stronghold (similar to Domination in Unreal Tournament).

You can choose to play defense and go with a heavy, less mobile setup, or you can snipe the enemy from afar with a light scout setup. Armaments range from close-quarters weapons like a chain-gun to a wicked laser rifle to a grenade launcher and more. You can also use equipment packs as cloaking devices and sensor jammers, and repair packs to maintain your turrets and sensor array.

Hitch a Ride

Tribes veterans will instantly recognize the controls, but action gamers will find them rather complex. In fact, using most of the keyboard to access commands and communicate with players can be really hectic in the heat of battle.

While you mostly fight on foot, you can also take advantage of vehicles ranging from a quick single-seat Grav Cycle, which hovers just above the ground, to a Thundersword heavy bomber, which carries a crew of three (pilot, bomber, and gunner). Piloting the vehicles is quite tough, though, and will be frustrating to newcomers.

The graphics in Tribes 2 have improved, especially the well-defined terrain — but even an 800 MHz Pentium III and GeForce 2 graphics card couldn't keep the game from dropping frames, and the forums are full of documented glitches. The intense voice-acting and music live up to the action, however.

Tribes veterans will want to pick up Tribes 2, but newbies will need some patience to enjoy the game.

◀ **PROTIP:** Use the grenade launcher from above for better range.

GRAPHICS 3.0

Excellent terrain and a fine selection of detail settings are hampered by compatibility issues and wicked frame-rate drops when the action intensifies.

SOUND 5.0

Good voice-acting and in-game microphone support, backed by sweet soundtrack music, make the sound topnotch.

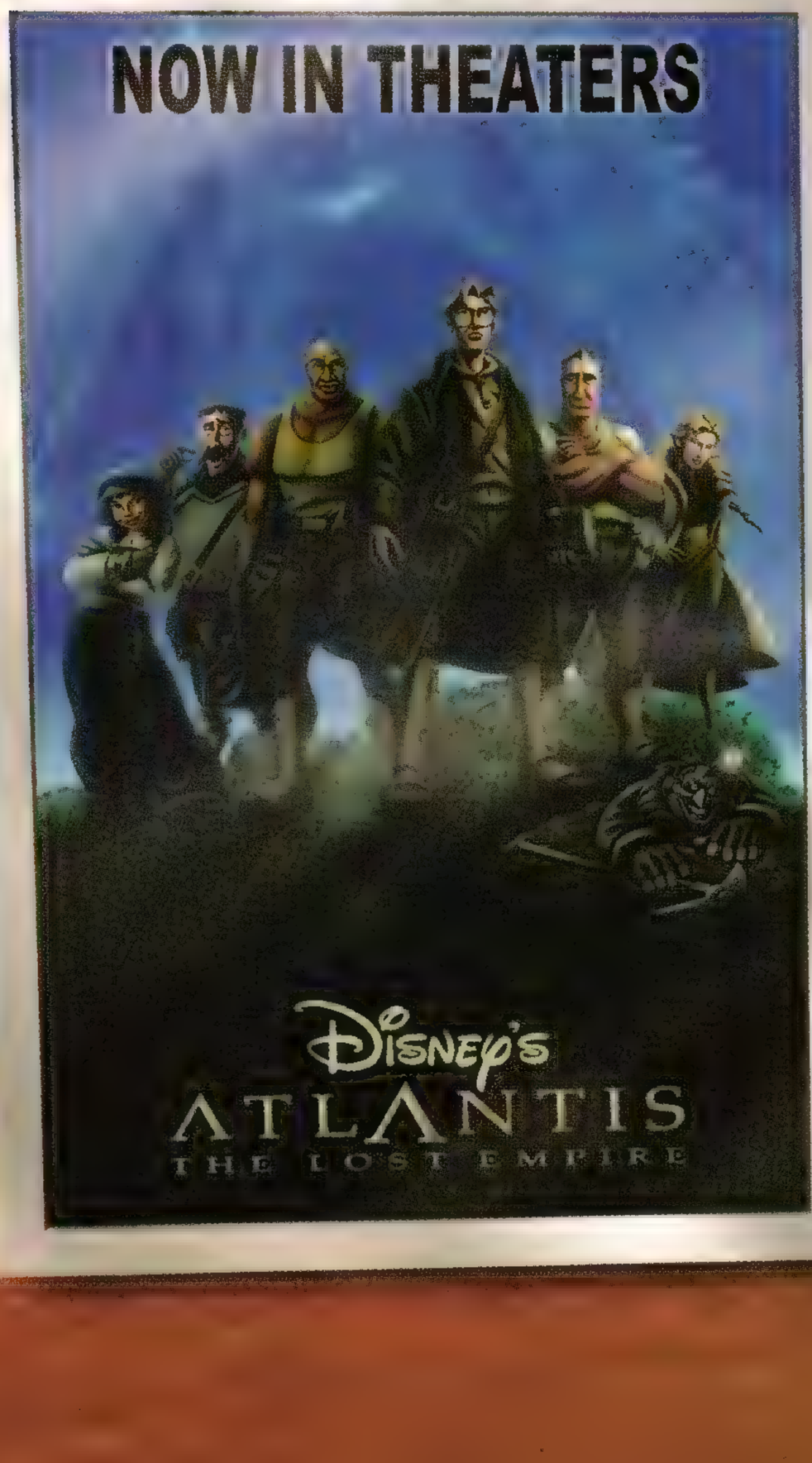
CONTROL 3.5

The very complex command set is necessary, but maneuvering vehicles is very touchy and will be frustrating for the uninitiated.

FUN FACTOR 4.0

If you devote enough time to learning the nuances, Tribes 2 is a rewarding multiplayer game. Casual gamers can have fun, but if you're looking for an involved first-person shooter, this is the one to get.

FEATURE



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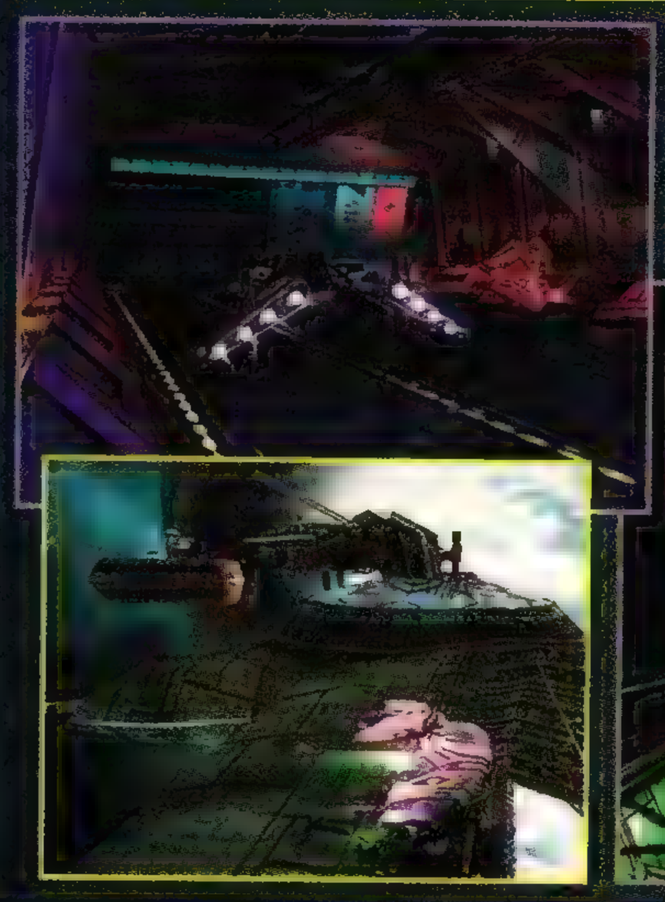
Earth and Beyond

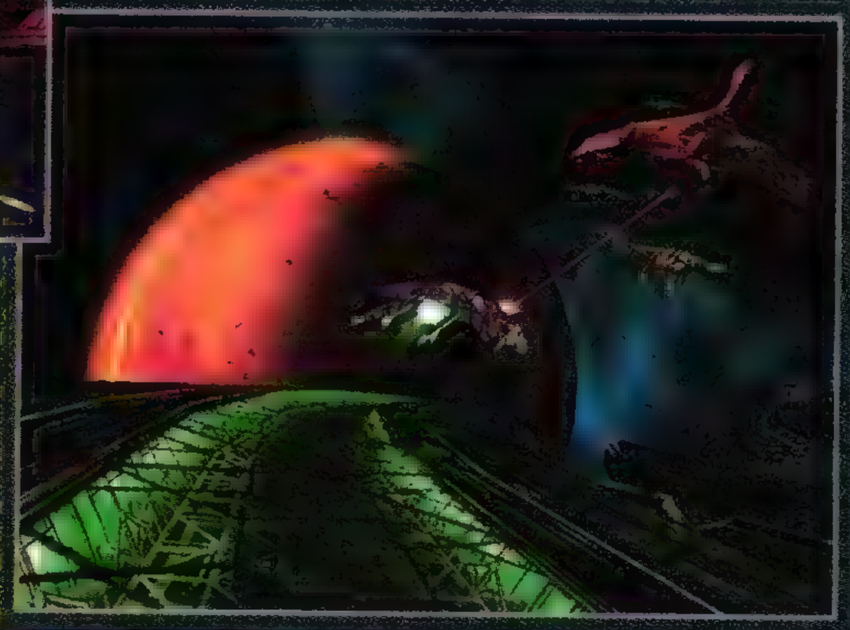
BY JAKE THE SNAKE

- Developed by Westwood Studios
- Published by EA Games
- Target release date: Winter 2001

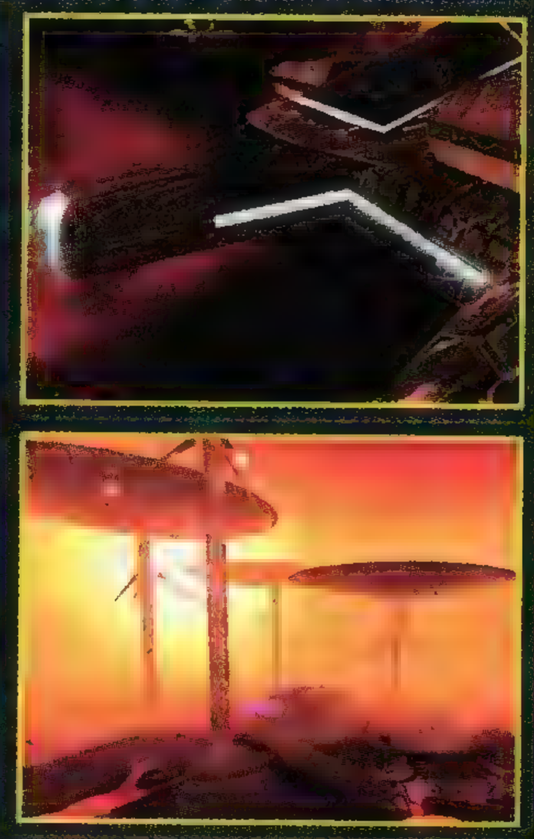
Windows 95/98

FIRST LOOK





In the 23rd Century, following a massively destructive war, a tenuous peace exists among Earth's three competing factions: the warlike Progen and corporate Terrans who allied to contest the Jenquai's control of a Star Gate. In this huge, persistent, and gigantically multiplayer universe, you'll trade, explore, and fight your way up, personalizing and improving your spacecraft with countless modifications as you gain wealth and knowledge. In Earth and Beyond, you can expect alien encounters, wars, amazing discoveries, alliances—and backstabbing. G



Die Hard: Nakatomi Plaza

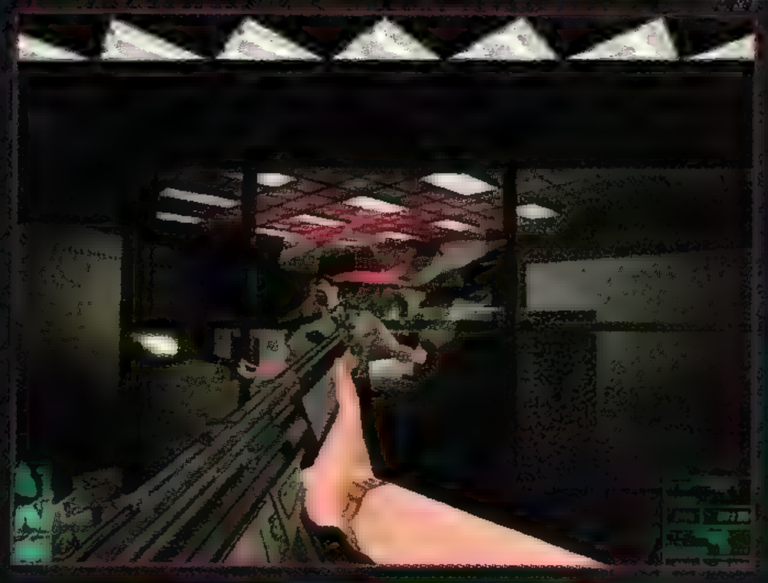
BY JAKE THE SNAKE

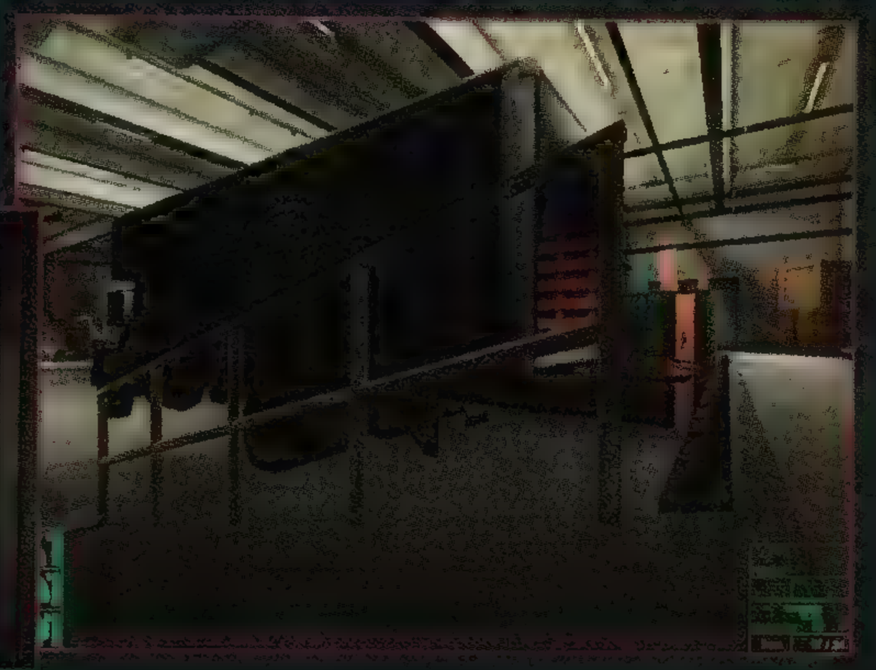
- Developed by Piranha
- Published by Fox Interactive
- Target release date: To be determined

Windows 95/98

FIRST LOOK

Nakatomi Plaza isn't the first game based on the aging but classic Bruce Willis movie, but it will be the first PC first-person shooter of the bunch. In more than 40 levels—some unique, some based on the movie—you'll play off-duty NYPD detective John McClane, who stumbles into a hostage crisis at his ex-wife's office: the ultra-modern high-rise Nakatomi Plaza. Using realistic weapons like an M-60, Heckler & Kochs, and Berettas, you'll confront terrorists, rescue hostages, and interact with police S.W.A.T. teams. G





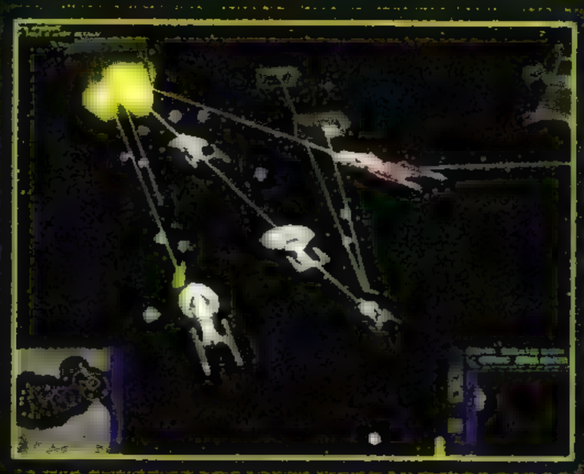
Star Trek Armada II

BY JAKE THE SNAKE

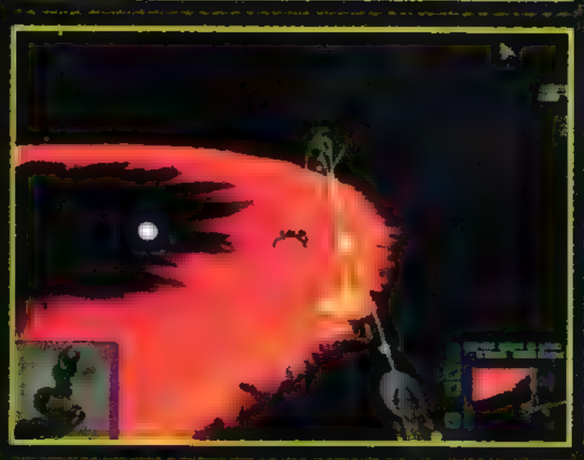
- Developed by Mad Doc Software
- Published by Activision
- Target release date: Winter 2001

Windows 95/98

FIRST LOOK



The first Star Trek Armada was a 2D game released at a time when 3D real-time strategies were becoming the norm. A space-based game begs for gameplay in all three dimensions, so fortunately Activision will give Trekkies the third D in Star Trek Armada II, an RTS set in the *Next Generation* universe. You'll be able to play single-player campaigns as the Federation, Borg, or Klingons, with Cardassians, Romulans, and Species 8472 all playing a part. Online play will support up to eight players. G



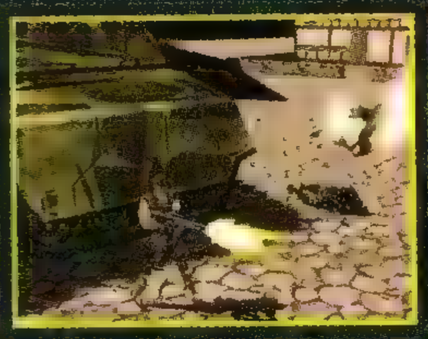
BY JAKE THE SNAKE

- Developed by Westwood Studios
- Published by EA Games
- Target release date: Fall 2001

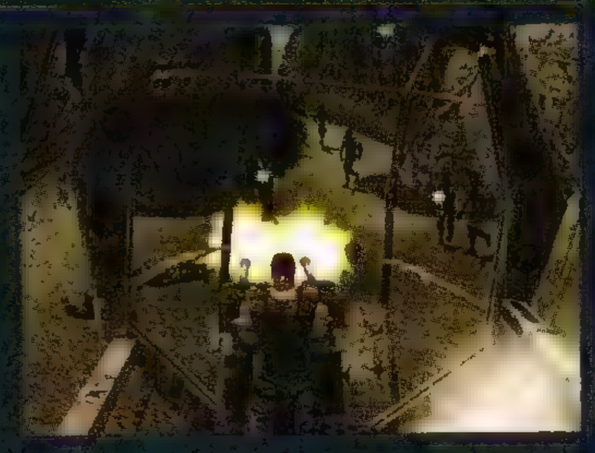
PC WINDOWS 95/98

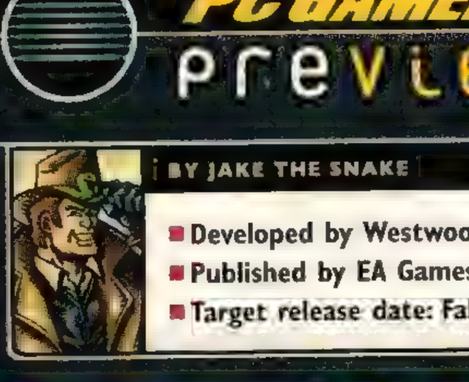
FIRST LOOK

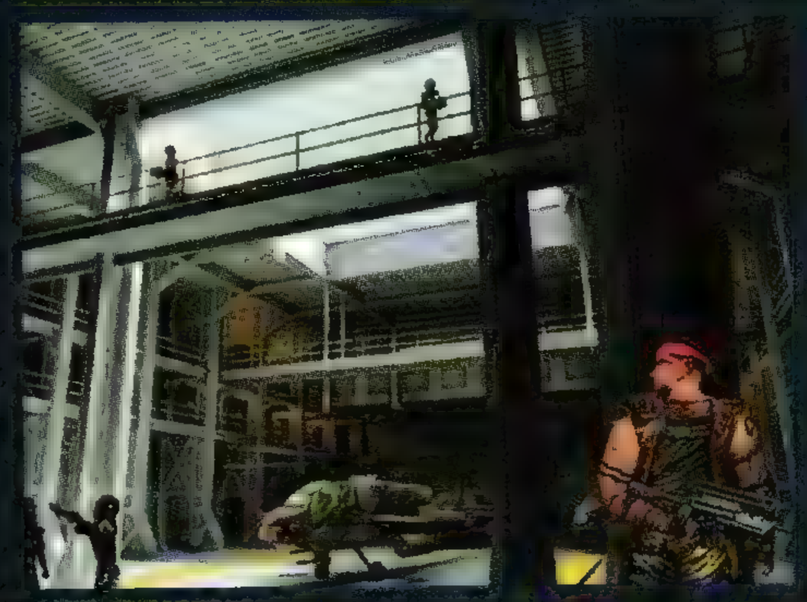
Command & Conquer: Renegade

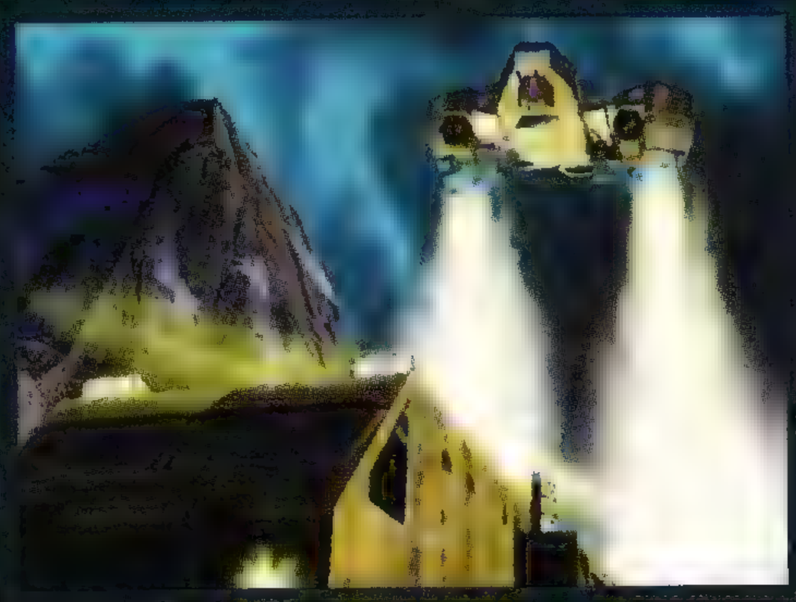


YOU FOUGHT THE evil Brotherhood of NOD from an overhead view in the classic real-time strategies Command & Conquer and Command & Conquer: Tiberian Sun. Soon, you'll be jumping into the C&C universe and fighting—from a first-person view—as Havoc, the GDI commando from the original game. Besides relying on your stealth and brawn, you'll be able to hop into C&C vehicles, such as the medium tank, Orca assault craft, NOD Buggy, and Apache helicopter. You know how to give orders. Can you carry them out?









BY STAR DINGO

- Developed by BioWare
- Published by Interplay
- Target release date: Summer 2001

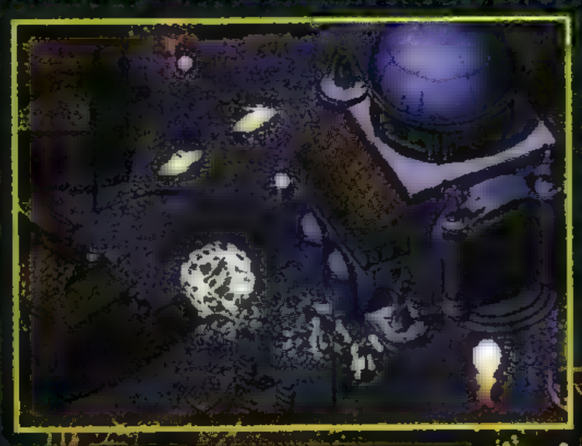
PC WINDOWS 95/98

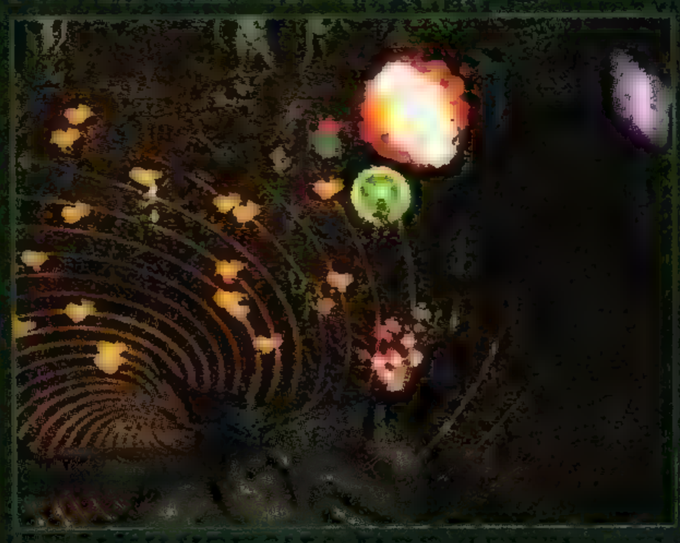
FIRST LOOK

Baldur's Gate II: Throne of Bhaal

FIND OUT MORE ONLINE

WAS THE 200 hours of gameplay in Baldur's Gate II just not enough for you? Then hail the arrival of the expansion pack, Throne of Bhaal, which will introduce over 50 skills, 100 items, and 70 areas. This second chapter in the Children of Bhaal storyine will start your characters—either imported from a previous game or fashioned anew from 20-sided dice—at ridiculously high levels, and will raise the experience cap to 8 million (that's roughly level 40 for those who don't speak AD&D). Bah, who needs real life anyway?





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ASI

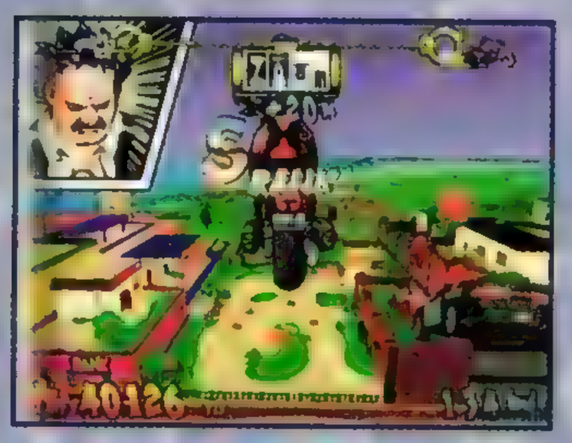
THE INCREDIBLE SHRINKING SHOW?

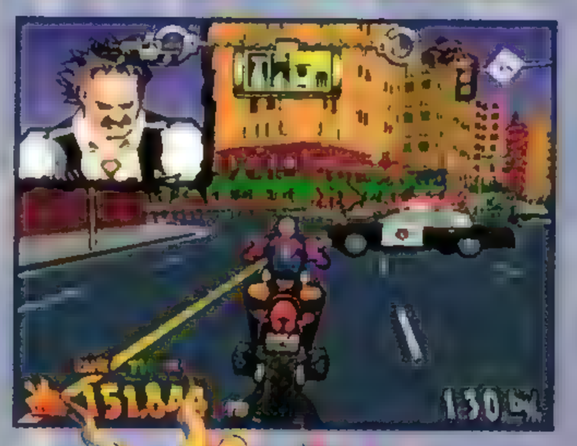
DESPITE MIDWAY'S EXIT FROM ARCADE DEVELOPMENT AND A CAPCOM NO-SHOW, THIS YEAR'S AMUSEMENT SHOWCASE INTERNATIONAL FEATURED MORE PROMISING TITLES THAN LAST YEAR'S. BY MAJOR MIKE

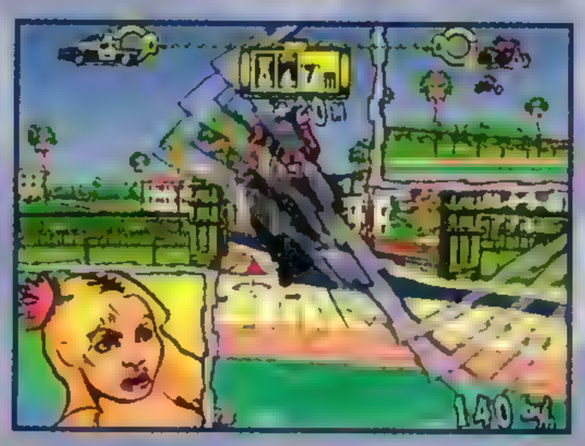
WILD RIDERS

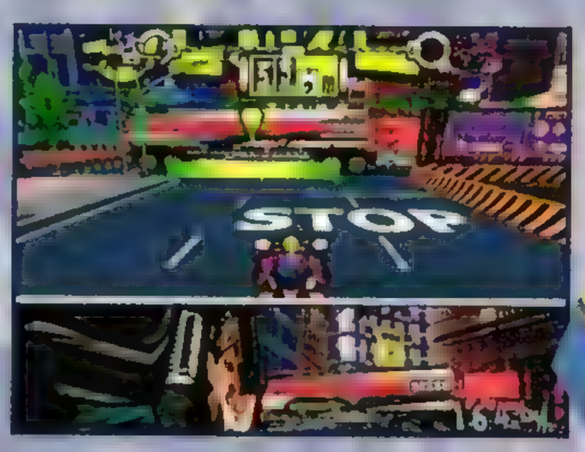
- Developed by Wow Entertainment
- Published by Sega
- Target release date: Available now

DEVELOPED ON NAOMI 2 hardware, Wild Riders features the motorcycle-racing engine of Harley Davidson & L.A. Riders crossed with the outlandish hand-drawn visuals of Jet Grind Radio—a seemingly odd yet effective combination. Set in a colorful, heavily populated city where motorcycles are illegal, Riders asks you to outrun the pursuing crooked police chief for as long as possible, but each car or object that you hit brings your pursuers closer to you—and you closer to jail. Unlike Harley Davidson's, Wild's racing is mostly fantasy style, as you can jump across high-rises, skid under oil trucks and gates, speed through hotels, and even burn rubber through the halls of justice. In addition to several challenging cityscape courses, you'll find a variety of techniques that utilize the cabinet's built-in handlebars; you'll pull back on them to make incredible jumps, or lean forward in order to slide under objects that bar your path—a very cool and helpful maneuver. Complete with pounding music score, atmospheric audio effects, and crazy action and attitude, Wild Riders is one of the freshest racing games to hit the arcades in some time.





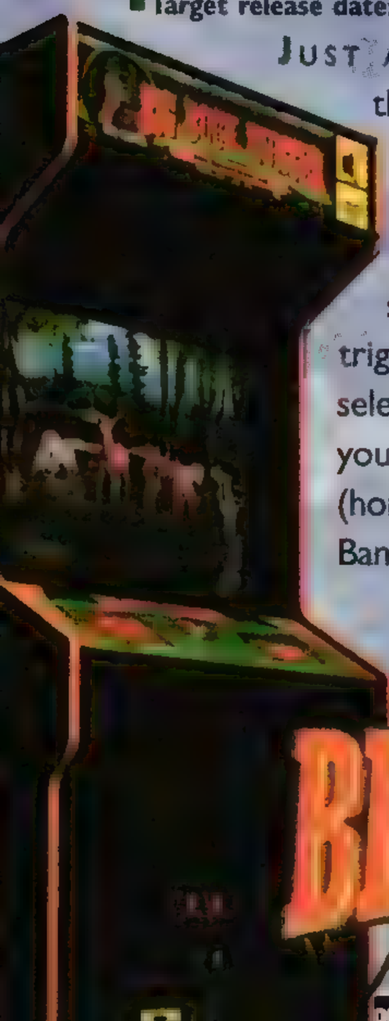


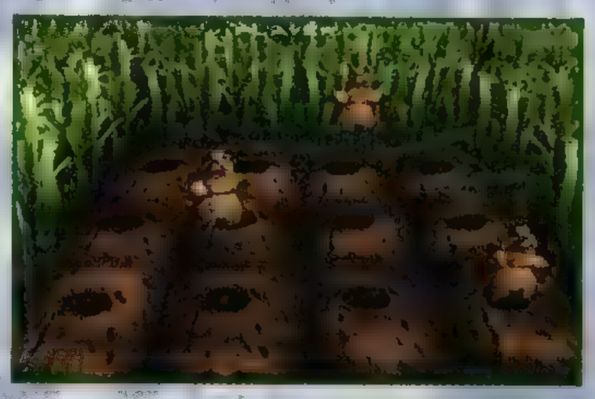


Big Buck Hunter

- Developed by Play Mechanix
- Published by Incredible Technologies
- Target release date: Available now

JUST AS VIDEO game deer-hunting became something of a phenomenon on the PC, the genre is also becoming a hit at arcades. Already a chart-topper, Big Buck Hunter differs from your regular hunting game in that there's more emphasis on accuracy and targeting than on the usual clean-the-screen-with-lead scheme. From behind the trigger of a pump-shotgun peripheral, you select any hunting region in the U.S. to stalk your quarry. The object is to hit the bucks (horned deer), avoid the does (they resemble Bambi), and make every shot count. You can also play extra bonus stages where targets vary from stationary tin cans to hopping gophers.





Police 911

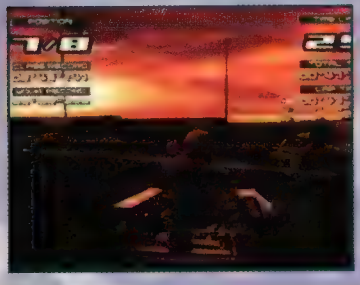
■ Developed and published by Konami
■ Target release date: Available now

With Time Crisis, arcade gun games became more interactive, as you could actually crouch behind objects to avoid incoming fire. Police 911 takes things a step further by installing motion sensors in the arcade cabinet so that each action you make is translated onscreen and affects gameplay. Not only does this add a strong element of realism, but it also provides a good workout. As a special investigation police officer, your duty is to clear the Japanese mafia out of Los Angeles; successfully accomplishing a mission can net you a promotion. Police 911 is a cool change of pace from the usual run-of-the-mill gun game, and it makes you work—physically—for success.

Club Kart European Session

■ Developed and published by Sega
■ Target release date: Available now

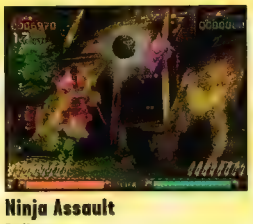
Club Kart European Session features intense go-kart racing (without game mascots!) on 12 courses, including Italy, Spain, southern France, and elsewhere. Sure, these aspects seem similar to those of almost every other arcade racer on the market, but Kart's real draw is its memory card system. With the use of a card reader built into the machine, gamers can save their stats and race position, customize their karts, and create "kart teams" with up to eight other racers—exclusive features that are available only with the card. Who says membership doesn't have its privileges.



MORE GAMES AT ASI

Air Trix
By Sega

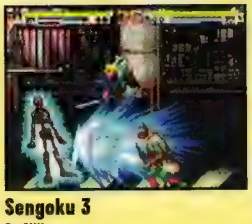
Arctic Thunder
By Midway



Ninja Assault
By Namco

Ridge Racer V: Arcade Battle
By Namco

Rolling eX.tre.me
By Namco



Sengoku 3
By SNK

Smashing Drive
By Namco

Vampire Night
By Namco

WWF Royal Rumble
By Sega

Football Power
By Namco

Mocap Boxing
By Konami

Ms. Pac-Man/Galaga: Classic Reunion
By Namco

Virtua Golf
By Sega

World Kicks
By Namco

BY EXTREME AHAB

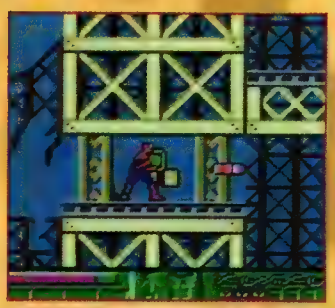
- Developed by Torus Games
- Published by Activision
- $29.99
- Available now
- Action/adventure
- 1 player

THE SINISTER SIX are out to kidnap Peter Parker, but they grab antique Auntie May instead—which means your friendly neighborhood neurotic...er, Spider-Man must do the punch-out shuffle with Doc Ock, Sandman, Mysterio, Kraven, Vulture, and others. Given that Aunt May is the world's heartiest geriatric, she could probably take on all six by herself; nevertheless, this is a video game, so the hero must infiltrate an amusement park, construction site, office building, and other locales, as he crawls, punches—and swings—most effectively, picking up power-ups, health items, web fluid, and so on.

Spider-Man 2's graphics do a fine job of creating a comic-book–esque palette with vivid primary colors; you're even rewarded with written sound-effect visuals such as "Boof" or "Kapow" when bug boy obliterates baddies. The music is standard Game Boy fare, while the "fttp" sound you make when firing your webbing is...satisfttpying. As for the controls, "excelsior" is an apt description: If you're any kind of spider-gamer, you'll enjoy crawling, leaping, and doing whatever a human arachnid can...plus, Spidey can't ever fall to his death! In addition to socking sinners, you have to solve modest puzzles—triggering switches, opening sewer grates, and more—in this 2D delectable. Perhaps this time, things will finally finish right for our ever-sufferin' swinger in this sequel to the popular GBC title.

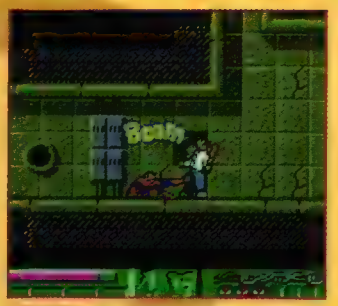
THE SINISTER SIX SPIDER-MAN 2

PROTIP: Always crawl on all sides of any object to find power-ups.



PROTIP: At Coney Island, you must trigger three switches like the one shown here to open the sewer grates.

PROTIP: When fighting Mysterio, dodge his projectiles, wait till he materializes on the left, then whack him.



PROTIP: To defeat unarmed foes without taking much if any damage, crouch, slink close, and punch/kick.

PROTIP: For an extra life at Coney Island, find this extension to the second sewer section.

BY UNCLE DUST

- Developed by Pocket Studios
- Published by Infogrames
- Target release date: July

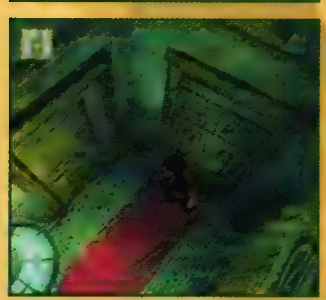
GAME BOY COLOR

HANDS-ON

Alone in the Dark: The New Nightmare

FIND OUT MORE ONLINE

INFOGRAMES IS TAKING its survival-horror title, Alone in the Dark: The New Nightmare, to a new and scary place for the genre—the Game Boy Color. A preview version of the title proved that the gorgeous screens for the game were not a fluke, as the prerendered backgrounds looked just as amazing during play—although the game switched to an isometric flat view during battle. Although it won't have all the bells and whistles of the console versions, this New Nightmare could scare up a lot of excitement on the handheld front.



BY BAD HARE

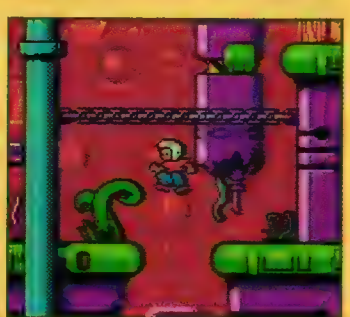
- Developed by David A. Palmer Productions
- Published by Activision
- Target release date: May

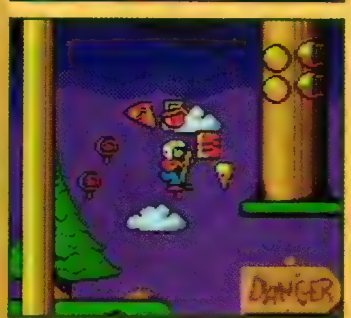
GAME BOY COLOR

HANDS-ON

Commander Keen

COMMANDER KEEN—ID'S pre-Doom, prepubescent space hero—is living up to his name so far in his handheld debut. The beta of his comeback featured huge sprites, plenty of colorful cartoon aliens to blast, admirable music, and lots of tightly controlled hop-n-bop action. Armed with a pop gun, a pogo stick, and a sense of humor, Commander Keen's gameplay is definitely a throwback to the platformers of old, but it's so well executed that fans of the genre will probably find it comfortable and refreshing.





FOR GAME BOY ADVANCE

AVAILABLE AT LAUNCH

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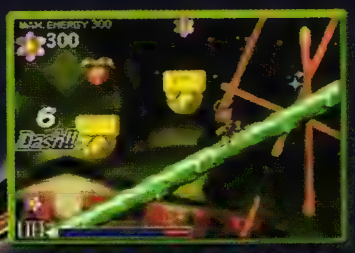

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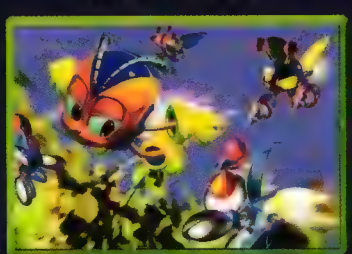

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You heard right. Each and every day of June, one lucky gamer will win a fabulous prize package, including all of the following:

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- **One stylin' pair of SOAP® Shoes (now you can slide like Sonic)**
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Tony Hawk's Pro Skater 3

BY DAN ELEKTRO

- Developed by Neversoft
- Published by Activision
- Target release date: Winter 2001 (PS2, PlayStation); Spring 2002 (Xbox)

PlayStation 2 PlayStation Xbox

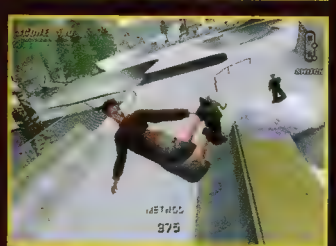
FIRST LOOK

Tony Hawk is coming back with new locales, new options, and one killer new trick: online play.

STREET SURFING?

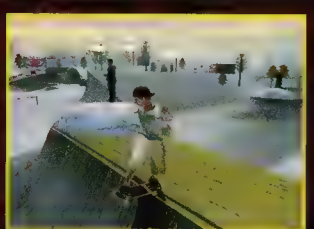
As if the mere arrival of Tony Hawk's Pro Skater 3 on three platforms wasn't enough, developer Neversoft is readying a slew of new skills, spills, and thrills for the occasion—plus support for some newfangled thing called "the Internet."

Indeed, THPS3 is already up and running in beta-test environments with up to four skaters sharing the same park over a USB modem. At the time of this writing, Sony's online PS2 plans were still to be announced in the U.S., but Neversoft says that whatever Sony comes up with, THPS3 will support. (Sorry, PlayStation owners, no online play for you—but at least you'll get the game!) Online and local network play will obviously make multiplayer contests such as Graffiti more fun, but even free skating with three other human players will lead to fun new chaos: In addition to body-language taunts, if two skaters collide, the one moving faster will push the other out of the way—and the blood stains will stay on the ground for an embarrassingly long time.



OPENING THE FUNBOX

You should look for Tony Hawk's Pro Skater 3 to feature twice as many tricks as THPS2, as well as new 3000-polygon player models and fresh animations for balances and grinds. Level goals will harken back to THPS1 (no more money system to worry about) and will be specific to each skater, based on their individual style (street or vert). New levels will include Canada and Los Angeles (the latter of which will change while you skate due to an earthquake, creating new lines and trick opportunities), but the skatepark editor will return as well. Skater creation will also be enhanced—girl gamers will finally be able to create female boarders. And like the manuals of the last game, THPS3's killer new combo-linking move will be the revert, a special landing that helps skilled players extend their trick runs even further.



Note: All screens shown here are from the PlayStation 2 version.

Extermination

FIND OUT MORE ONLINE

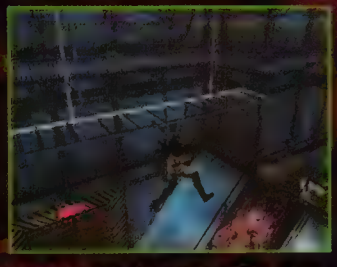
BY FOUR-EYED DRAGON

- Developed by Deep Space
- Published by Sony
- Target release date: Summer 2001

PlayStation 2

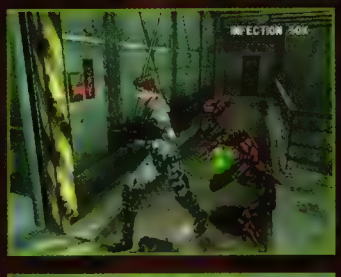
HANDS-ON

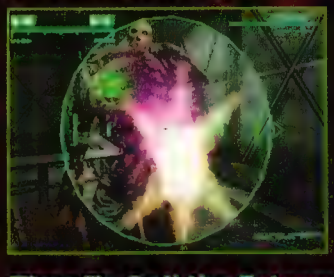
Another Government Conspiracy



In this survival/action fest, you'll take on the role of special forces Marine Dennis Riley in an attempt to squash a mysterious virus that infected an entire military base in Antarctica. Armed with a hefty rifle—which can be coupled with a variety of components like a shotgun add-on, flashlight, and flamethrower—you'll explore every facet of the base, while warding off weird mutated creatures. The game will contain plenty of puzzles and fast trigger-finger action, but you must also try not to get infected by the virus. If you do, you'll have only a limited time to heal your body—or else you'll mutate and die. Periodically throughout the game, you'll also have to make quick, on-the-fly life or death decisions, which, depending on your choices, will enable you to continue or immediately end the game.

Count on terminating murderous, mutated creatures in Sony's Extermination.

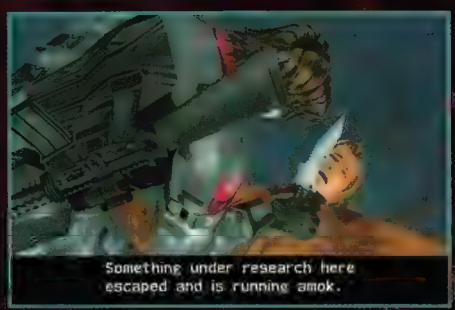


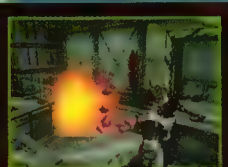


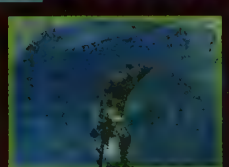
Time To Call the Exterminator

A preview build of Extermination played well. Right away, the game felt like a cross between Syphon Filter and Resident Evil—plenty of firepower mixed with a chilling story that will make you leave the light on while playing. Controlling Dennis wasn't a problem: You'll use two buttons to fire off your primary and secondary weapons, and an action button, which will enable you to collect items, activate switches, jump, and more. You'll also be able to aim through a first-person or third-person view for accurate shots.

So far, Extermination's graphics also appeared great. While not as smooth as those of the demo of Metal Gear Solid 2: Sons of Liberty, the visuals were detailed with cool weapon effects, and realistic indoor and outdoor environments. The only letdown was the awkward camera angles in certain areas. But Sony has plenty of time to fix that and make Extermination a pleasing, exhilarating adventure for its release.







Crazy Taxi 2

FIND OUT MORE ONLINE

BY UNCLE DUST

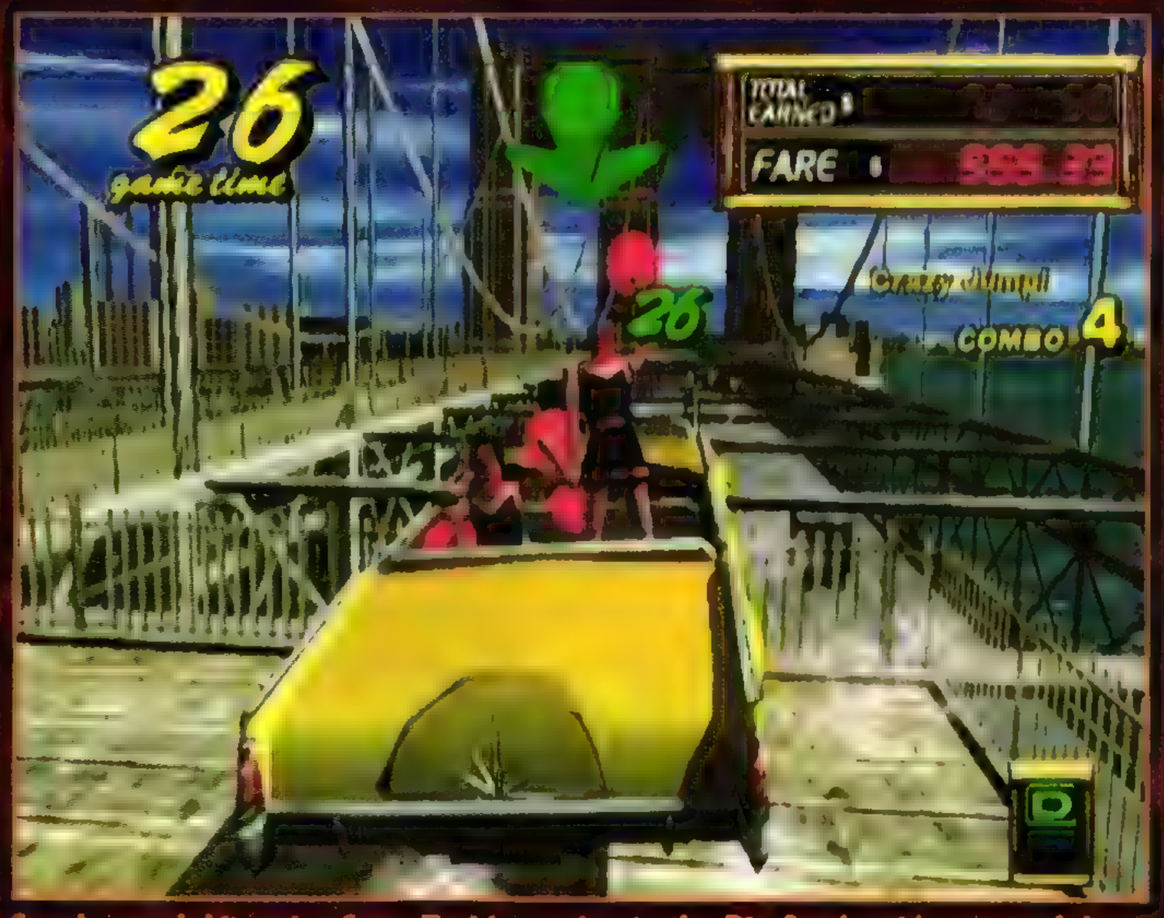
- Developed by Hitmaker
- Published by Sega
- Target release date: Summer 2001

DREAMCAST

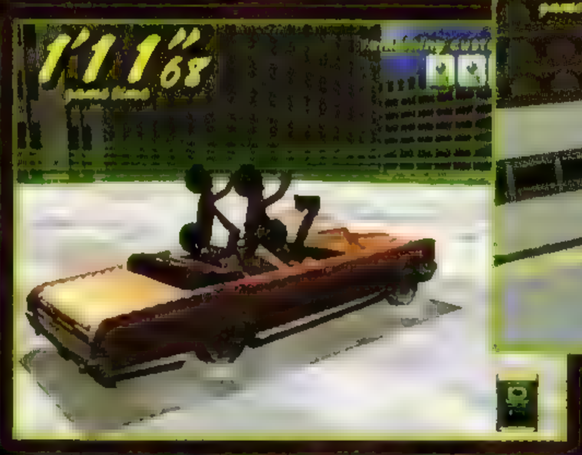
HANDS ON

IT'S TIME TO MAKE MORE CRAZY MONEY!

Dreamcast owners who have played Crazy Taxi to death since its release last year should get ready to start their engines again. Sega is pumping up the cab drivers in the Big Apple with Crazy Taxi 2 for the Dreamcast, this time taking place in a fictionalized New York City. Filled with all the same thrills, chills, spills, and smart-ass customers of the first game, CT2 will deliver four new drivers and two new (and totally *crazy*) maps—along with a whole slew of new mini-games in the Crazy Pyramid. In addition to the different locale and characters, a few enhancements are being made to the gameplay—including the Crazy Hop, which will enable you to jump your car at will, and the ability to pick up groups of passengers with multiple destinations.

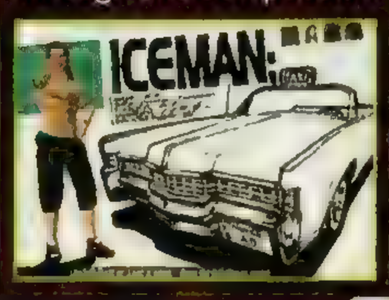


Sega's smash-hit series Crazy Taxi is moving to the Big Apple with a sequel that promises to be the cab ride of your life.



SHUT UP AND MOVE YOUR BUTT!

A preview build of the game showed the same ferocious speed of the first, along with even more insane collisions and tricks. The added Crazy Hop fit well into the control scheme without confusing things. Graphically, CT2 looked a lot like the original, including some pop-up and slowdown, but hopefully that will be minimized before release. The Crazy Pyramid was a maniacal challenge, featuring many vertically oriented courses that force you to quickly master your jumping skills. You should fill up your tank and start your meter running—with two new maps, all-new drivers, and exciting new moves, Crazy Taxi 2 is getting ready to smash its way through the competition.



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The only myth is that you're safe
Aliens are real.
Unfortunately, they're also really nasty. They've landed to hunt some humans, disguised as flesh-and-blood incarnations of vampires and werewolves! As a secret Detection Agent, you've got to track these monsters across the creepy backstreets of New Orleans, San Francisco, and even Ireland! Solve clues, save lives and don't blow your cover. Because the world would never sleep if it knew these nightmares were really out there.
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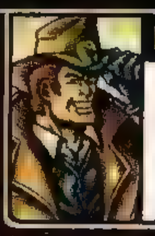
Thunderstrike: Project Phoenix



BY JAKE THE SNAKE

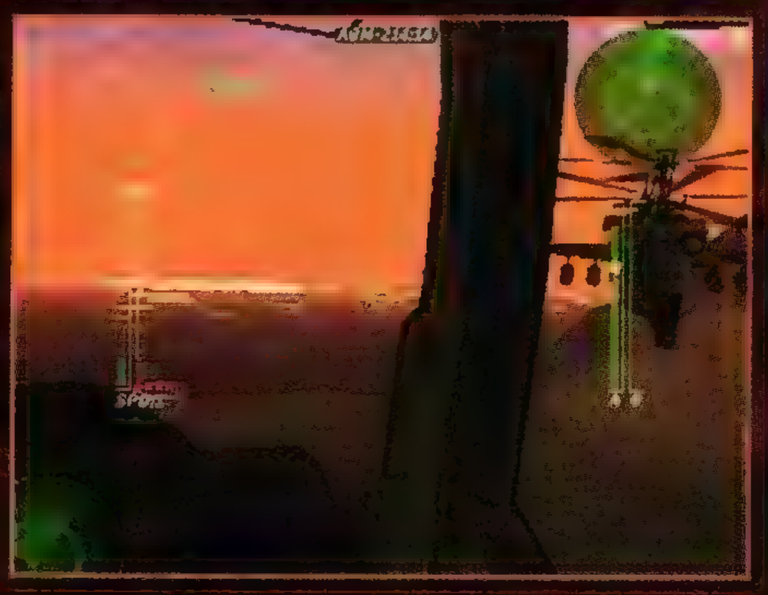
- Developed by Core Design
- Published by Eidos
- Target release date: September

PlayStation 2

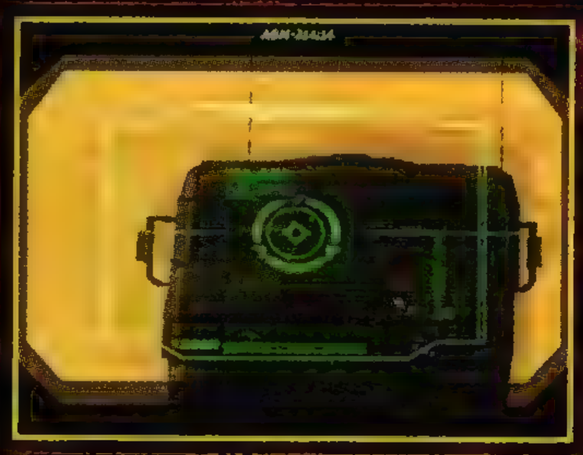
FIRST LOOK

THUNDERSTRIKE: PROJECT PHOENIX promises to correct the glaring lack of real-world, flight-combat games in the PS2 lineup (Ace Combat 4 is due for a November release). And while it will be loaded with real aircraft, vehicles, and weapons, Thunderstrike also promises to pack plenty of thumb-twitching action, including an arcade mode.

Flying the next-generation Comanche gunship helicopter in seven regions around the world—including the Middle East, Alaska, Eastern Europe, and Africa—you'll perform such missions as escorting convoys and destroying enemy radar. Plus, you'll give orders to wingmen and ground troops. You'll fly from three views: behind the helicopter, inside the virtual cockpit, and from a true first-person view with no instruments to block your vision.



Armed with Sidewinder missiles, anti-runway bombs, Harpoon anti-ship missiles, and many more real-world weapons, you'll blast enemy trucks, jeeps, tanks, aircraft, and ships. You'll even be able to zoom in with your infrared scope to zap individual soldiers with a 30mm cannon. In an early demo, the action was fast, and the terrain and enemies looked good. If development stays on target, Thunderstrike could scratch the itchy trigger finger of wannabe pilots.



Alone in the Dark: The New Nightmare

BY JAKE THE SNAKE

- Developed by Darkworks
- Published by Infogrames
- Target release date: June

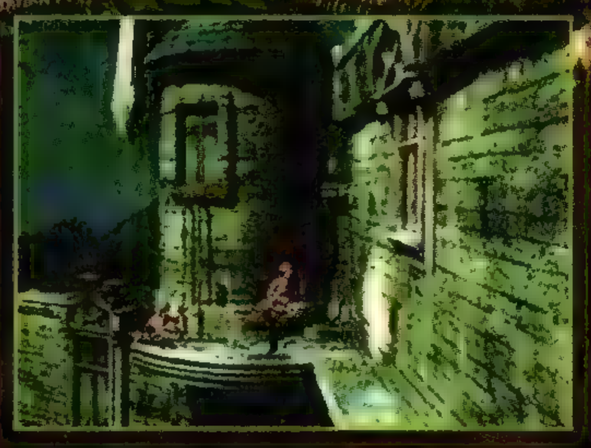
PlayStation

HANDS ON

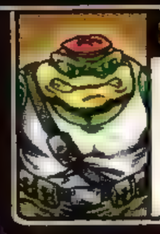
WAY BACK IN 1992, Infogrames' groundbreaking PC title Alone in the Dark inaugurated the survival-horror genre, long since usurped by Capcom's Resident Evil series. Yet a preview version of Alone in the Dark: The New Nightmare—the series' fourth installment and first since 1995—looked and played much like Resident Evil, which raises the interesting conundrum of who is imitating who.

You will again play paranormal investigator Edward Carnby, who now inexplicably lives in the present day and is a long-haired, leather-clad guy rather than a mustached, bespectacled chap of the Victorian era. You'll also be able to play as fellow investigator Aline Cedrac.

The prerendered backdrops of Shadow Island—a dark place off the coast of Maine full of creepy old buildings—were haunting and impressively detailed, and the characters and hellish creatures were well drawn. But the game's pace plodded, the Resident Evil–style controls showed their age, and the voice-acting sounded like a school play. We'll see if the final version of the once-mighty Alone in the Dark series reclaims the survival-horror throne or proves to be an imitator of its own imitators.



Test Drive



BY MAJOR MIKE

- Developed by Pitbull Syndicate
- Published by Infogrames
- Target release date: Fall 2001

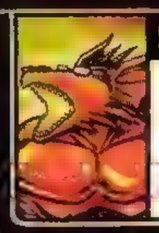
PlayStation 2

FIRST LOOK

ONE OF THE PlayStation's longest-running, arcade-ish street-racing series, Test Drive, is heading to the streets of next-generation platforms. TD will feature over 20 dream-inducing autos—such as the Shelby Cobra, Aston Martin DB7 Vantage, Dodge Viper GTS, Dodge '69 Charger, and Lotus Esprit V8—and four cities, including San Francisco and London, in which to race 'em.

In addition to the usual better-graphics-and-sound upgrades that are a given when moving to a next-generation platform, Test Drive looks to improve and enhance some gameplay elements, too. For instance, the environments will be littered with more objects that you can potentially collide with, pedestrians will scatter upon your approach, the pursuing police A.I. will be pumped up for more intense chases, and drivers will make higher and more insane jumps than in previous Test Drive titles. In addition to several solo-player games, a two-player split-screen mode will enable you to compete head-to-head with a friend. With all its promising features, Test Drive on the PlayStation 2 could rule the arcade racing circuit—at least until Need for Speed arrives.... G

Test Drive Off-Road—Wide Open



BY FOUR-EYED DRAGON

- Developed by Angel Studios
- Published by Infogrames
- Target release date: July

PlayStation 2

HANDS-ON

THE NOW LEGENDARY Test Drive franchise will soon be expanding into the 4x4 off-road frenzy competition. In Test Drive Off-Road—Wide Open, you'll be able to drive through the ins and outs of the wilderness and high mountain reserves of Utah, California, and Hawaii using licensed vehicles, including a Humvee, Bronco, Durango, and more. In fact, trucks will be fully customizable and will have their own handling.

A preview build of Wide Open showed a lot of promise. Steep mountains, sheer cliffs, and plenty of bumpy roads highlighted the go-anywhere attitude of truck racing. The music of Metallica and other heavy metal bands definitely shifted the adrenaline into high gear, while the controls performed well—though they were still in need of a little tweaking. The visuals, however, didn't look as smooth as those of 4x4 EVO or Smuggler's Run. Still, Infogrames has plenty of time to fine-tune the minor graphical and control blemishes of Wide Open, which could result in a driver that easily flings mud at the competition. G

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Cornnuts World Wrestling Federation WrestleMania® Instant Win Game Official Rules. **NO PURCHASE NECESSARY.** Open only to legal U.S. residents age 18 or over. Game void in Puerto Rico and where prohibited by law. Game starts on or about June 1, 2001 and ends on September 15, 2001. Game pieces can be found printed inside specially marked packages of Cornnuts Original Flavor, Cornnuts Barbecue Flavor, and Cornnuts Ranch Flavor. If you find a winning game piece printed inside a package, you win the prize indicated, subject to verification and these rules. **ALTERNATE METHOD OF PARTICIPATION.** To participate without purchase at the same odds of winning, handprint your name, complete address, date of birth, and daytime phone number on a postcard and mail to: "Cornnuts World Wrestling Federation WrestleMania® Game" Game Piece, P.O. Box 9991, Maple Plain, MN 55593-1180. Requests must be postmarked by September 15, 2001, and received by September 21, 2001. No mechanical reproductions or photocopies of requests will be accepted. One game play per request; one request per outer mailing envelope. **An independent judging organization will play for you and notify you by mail ONLY if you are a winner. PRIZE CLAIMS. Grand Prize Winner:** To redeem a potential grand prize winning game piece, type or print the following information on a 3"x5" card: your name, complete address, date of birth, and day time phone number, then mail the 3"x5" card along with original game piece to: "Cornnuts World Wrestling Federation WrestleMania® Game" Prize Claims, P.O. Box 27172, Golden Valley, MN 55427-0172. 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Winner and guests must travel on dates specified by Sponsor. Trip consists of round trip coach air transportation for winner and three guests from major commercial airport near winner's residence to the city hosting the 2002 World Wrestling Federation® WrestleMania® event, airport transfers, 4 day/3 night hotel accommodations (two standard rooms, double occupancy), tickets to the 2002 WrestleMania® event, $400 spending money awarded in the form of cash, and four day car rental. (ARV) $10,000. Actual value will vary, depending on winner's location. If winner lives within a 75-mile radius of 2002 WrestleMania® event location, ground transportation selected by Sponsor may be substituted for round-trip airfare, airport transfers and/or car rental, at Sponsor's discretion. Odds of winning Grand Prize 1:7,555,355. **First:** (300) World Wrestling Federation® Jerseys. (ARV) $50.00 each. Odds of winning a first prize, 1:25,185. **Second:** (100,000) Coupon redeemable for a free 1.7oz bag of Cornnuts. (ARV) $.70 each. Odds of winning a second prize, 1:76. ARV of all prizes, $95,000. Approximately 7,555,355 specially marked packages will be distributed. Grand prize winner is solely responsible for all expenses not specifically set forth herein including, but not limited to, meals, gratuities, alcohol and any other incidentals. Prize will be awarded by mail after verification. Car rental component of prize is conditioned on winner complying with terms and conditions of the rental car company's standard car rental agreement. Winner and all guests must travel together on same itinerary. Grand prize winner will be required to sign an Affidavit of Eligibility, Liability Release, and a Publicity Release (where legal), to be returned within 14 days of receipt of prize notification. Winner's guests must execute a Release of Liability and a Publicity Release (where legal) prior to issuance of travel documents. In the event of non-compliance with these requirements, prize may be forfeited. If prize/prize notification is returned as undeliverable, prize will be forfeited. If guest is a minor, guest's parent or legal guardian must sign release for guest. Prizes are not transferable. No prize substitution or cash equivalent of prize except at sole discretion of Sponsor, for a prize of equal or greater value, due to unavailability of prize for any reason. Winners are solely responsible for any state, local and/or federal taxes on prize. **VERIFICATION.** All game pieces are subject to verification. Game pieces are void and will be rejected if not obtained through authorized, legitimate channels or if any part is illegible, mutilated, altered, counterfeited or tampered with in any way or if materials contain printing, production, typographical, mechanical or for any errors. If through printing or production errors or for any other reason, more game pieces or winning game pieces than indicated in these Official Rules are printed, distributed or redeemed in any prize category, the actual number of winners in such prize category will be selected in a random drawing from among all eligible prize claims received for such prize category. Only the prizes in the quantities set forth in these Official Rules will be available to be won in the game. Any attempt to defraud Nabisco Inc., or the official judging agency in any way will be prosecuted to the fullest extent of the law, and persons attempting same will be disqualified. **ELIGIBILITY.** Subject to all applicable federal and state laws and regulations. The following categories of persons are not eligible to enter or win: employees of Nabisco, Inc., its advertising and promotion agencies, Gage Marketing Group, World Wrestling Federation Entertainment, Inc. ("WWFE"), their respective parent companies, affiliates, retailers, subsidiaries, sales representatives and distributors, and their immediate families (parents, children, siblings, spouse) and those living in the same household as such individuals. **CONDITIONS OF PARTICIPATION.** Game is subject to all applicable federal, state and local laws and regulations. By participating, participants agree to abide by and be bound by the Official Rules and all decisions of the judges, which are final and binding in all respects. 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By accepting prize, winner agrees to the Sponsor's use of his/her name, address (city & state), photograph, videotape or likeness for advertising or publicity purposes and to the use of statements made by or attributed to the winner relating to Sweepstakes or Sponsor, and grants to Sponsor any and all rights to said use, without further compensation or notice, unless prohibited by law. WINNERS LIST/OFFICIAL RULES.** For a list of grand and first prize winners, send a self-addressed, stamped envelope by September 15, 2001 to: "Cornnuts World Wrestling Federation WrestleMania® Game" Winners List, P.O. Box 1180W, Maple Plain, MN 55593-1180. For a copy of the full Official Rules, send a self-addressed, stamped envelope by September 15, 2001 to: "Cornnuts World Wrestling Federation WrestleMania® Game" Rules Requests, P.O. Box 1180R, Maple Plain, MN 55593-1180. Sponsored by Nabisco Inc., 7 Sylvan Way, Parsippany, New Jersey 07054-0304. ©2001 World Wrestling Federation Entertainment, Inc. 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BY DAN ELEKTRO

- Developed by Incognito
- Published by Sony
- Target release date: June

PS2 PlayStation 2

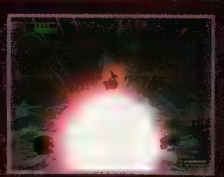
UPDATE

Twisted Metal: Black

INCOGNITO AND SONY are giving Twisted Metal: Black for the PlayStation 2 one final tune-up before the game is unleashed on an unsuspecting public. A late beta supported everything you've heard about the game—it's shaping up to be very dark, very fast, very explosive car combat, chock full of secret elements and interactive environments.

The details matter: Drivers will sometimes flee the burning wreckage of their cars—you will be able to spot them because they, too, will be on fire...and running them down will earn you a bonus. On several levels, it will start raining, obscuring your vision; sometimes, day will turn to night, and the cars will automatically turn on their headlights. Plus, the fiery explosion and particle effects already looked incredible—easily some of the most vibrant yet seen on the PS2.

A few of the secret characters made an appearance in the beta build—Axel and Yellowjacket both showed up as enemies, as did Minion—but the regular roster, plus such new characters as Bloody Mary and DollFace, will give you the willies all by themselves. The opening cinemas for each character were still works-in-progress, but they were plenty disturbing even in a half-finished state. With a blistering frame rate and alarmingly fast cars already zooming around, Twisted Metal: Black looks well nigh unstoppable.



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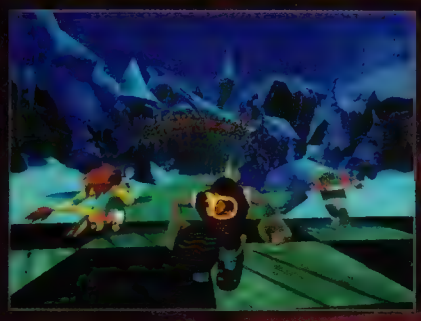
Mad Dash Racing

BY JAKE THE SNAKE

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: Fall 2001

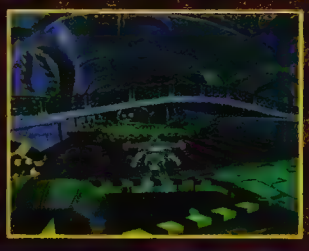
XBOX

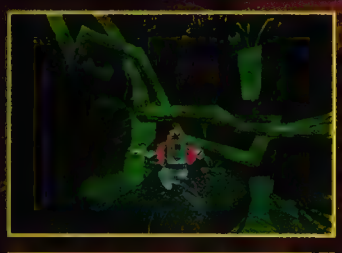
FIRST LOOK



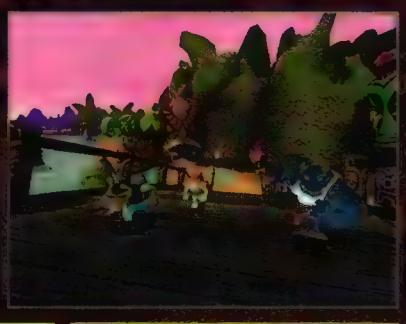
A RACING GAME with cutesy cartoon animals: "Pass," you say? Well, Mad Dash may give a jolt to the hackneyed genre with hybrid platform/racing/combat gameplay and wicked Xbox-powered visuals that—if these screen shots are any indication—are sure to delight.

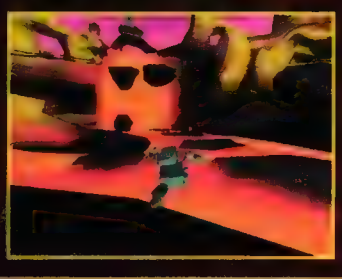
Unlike CTR: Crash Team Racing and its crowd of clones, Mad Dash won't include a single cart—all the racing will be on foot. Competing against up to eight A.I. opponents or against four-players in split-screen, you'll tear your way through eight huge, varied, and wonderfully designed levels—including volcanoes, a jungle, and a ski resort—with long, continuous tracks that never require you to loop around in laps.

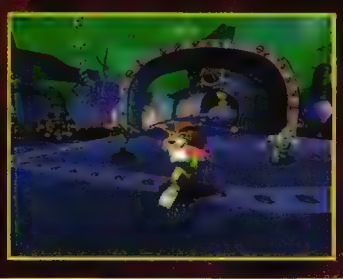


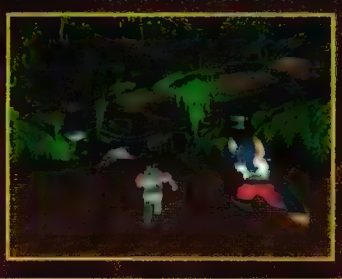


Besides running, you'll swim, glide, slide, and jump past your opponents, and, if you need help, you'll always be able to use tricks and traps like tripwires, boulders, and TNT. The graphics were already impressively sharp and intricate in a preview version that included characters so real they cast shadows on themselves. If development stays...on track, Mad Dash could race its way into the hearts of Xbox gamers of all ages.









Alien Front Online

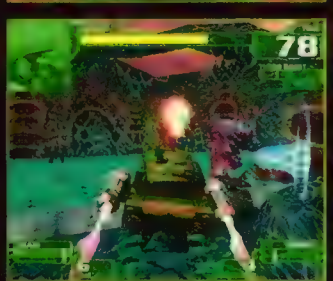
BY FOUR-EYED DRAGON

- Developed by Wow
- Published by Sega
- Target release date: August

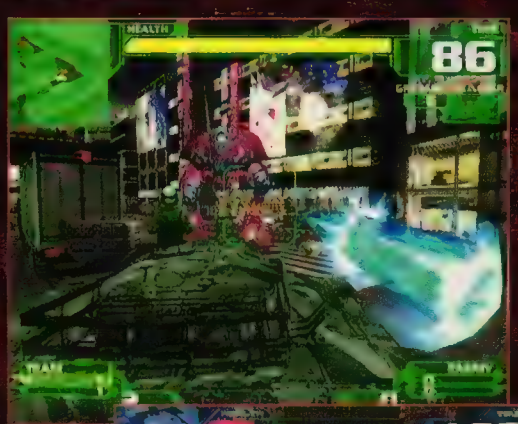
DREAMCAST

HANDS-ON

ALIENS ARE BEGINNING to invade Earth, so you'll have to decide the fate of the world. In this insane shooter, you'll choose either to enlist in the army to thwart the invasion or join up with the aliens to exterminate the pesky humans. Both sides will have three vehicles to choose from—each armed with heavy artillery—and you'll pick up special weapons and power-ups on the battlefield. The highlight should be the game's online component: Up to eight players—four vs. four—will be able to play at one time, both on the Dreamcast and on arcade machines! The game will also enable you to chat with your teammates and taunt your enemies.



The preview version of Alien Front played extremely smoothly, complete with intense action, enormous explosions, and simple controls. Even with heated battles at every turn, there wasn't a hint of slowdown. Who said the Dreamcast is dead?



BY FOUR-EYED DRAGON

- Developed and published by Namco
- Target release date: Fall 2001

PlayStation 2

FIRST LOOK

Time Crisis 2

NAMCO'S VENERABLE SHOOTER will finally make its mark on the PS2. While Time Crisis 2 has been in the arcades for more than three years, this port promises to have more: extra game modes and a frenetic two-player melee via split-screen or iLink. If you're new to the Crisis sensation, you won't want to miss this game, especially if it looks as incredible as these early screens. Using a lightgun, you'll tag terrorists through Namco's patented duck-n-shoot gameplay. The pace will be fast and the action intense. You should have your sights ready for what's sure to be an engaging firefight.

BY FOUR-EYED DRAGON

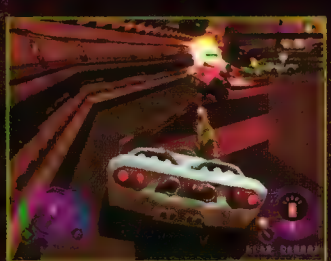
- Developed by Beyond Games
- Published by Infogrames
- Target release date: June

PlayStation 2

HANDS-ON

Motor Mayhem

JUST AS THE title suggests, you'll be involved in some serious vehicular bedlam. Playing in the future where vehicular combat is at its peak in popularity, you'll try to battle to victory—choosing from nine characters and clashing in eight fully destructible environments. An early build showed off plenty of spectacular explosions and sharp detail in every stage. If Infogrames stays on track, Motor Mayhem could cause a lot of raucous and become a competitor for heavyweight Twisted Metal: Black.



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Ico

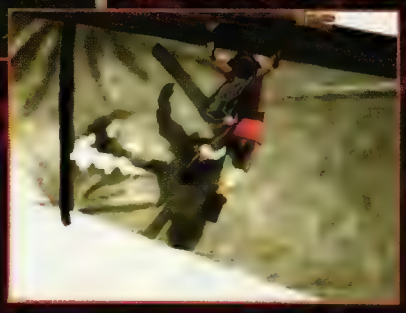
BY BROTHER BUZZ

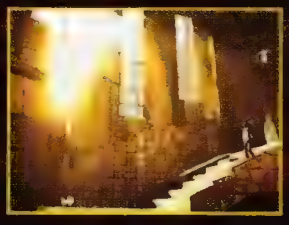
- Developed and published by Sony
- Target release date: August

PlayStation 2

FIRST LOOK

LIFE IS ROUGH when you're a teenager—especially if you have horns sprouting from your head! But in Ico (pronounced "ee-koh"), weird cranial appendages won't be the only things messing with your brain. This gorgeous-looking, action/adventure puzzle game for the PlayStation 2 will present an almost insane focus on running, jumping, swinging, and climbing to overcome imposing obstacles, break into locked doors, leap across dizzying chasms, and more. And you'll have to lead a mysterious girl literally by the hand past each and every challenge. If that ain't enough, Sony says you'll have to play through the game twice to see the true ending!





Spy Hunter

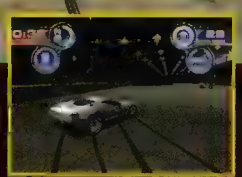
BY MAJOR MIKE

- Developed by Paradigm Entertainment
- Published by Midway Home Entertainment
- Target release date: Fourth Quarter 2001

PlayStation 2

FIRST LOOK

MIDWAY IS SET to revive the classic arcade title Spy Hunter for an upcoming PlayStation 2 release. Spy Hunter's latest incarnation will feature non-stop driving, with a strong emphasis on combat. You will take the wheel of a supercharged car that can change into other vehicles—a boat, a jet ski, and a motorcycle—while utilizing a variety of diverse weaponry, from smoke screens, land mines, and oil slicks, to guided missiles and machine guns. The game's various multitiered missions will take place in seven exotic worldwide locations, including Germany, Panama, Venice, and France. The spy hunt should commence before the year's end.



Resident Evil Code: Veronica X

BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: September

PlayStation 2

HANDS-ON

ALREADY A SMASH hit on the late Dreamcast system, Resident Evil Code: Veronica X will be the first PlayStation 2 RE title. Essentially a port of the Dreamcast game, but with a few additional cinemas exclusive to this PS2 version, Veronica will follow Claire and Chris Redfield from a deserted island to a top-secret arctic base, with both locales packed with monsters and puzzles. The PlayStation 2 controls will be identical to those found on any of the PlayStation RE titles—meaning they will be easy to pick up and learn—and, in the preview version, the visuals boasted sharp, horrific details. Looks like a solid night of fright for PS2 owners—and the packed-in Devil May Cry demo won't hurt either.

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Dreamcast.

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PlaySmart

Maximize your video gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at **www.esrb.org** or call **800/771-3772** for more information.

Titles rated **Early Childhood (EC)** have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.

Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

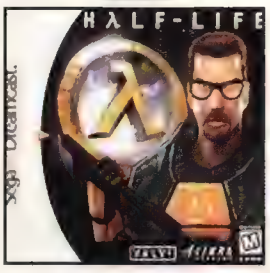
Titles rated **Adults Only (AO)** have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site or call its toll-free phone number for updated rating information.

Half-Life: Blue Shift
By Sierra

MATURE M

The bonus adventure on the Half-Life Dreamcast disc is just as scary as the main scenario. Battling aliens isn't as disturbing as battling realistic-looking soldiers who bleed when shot. Authentic firearms lend the proceedings a nice touch, which is also an understandably intense and Mature one.



Half-Life: Counter-Strike
By Sierra

MATURE M

Unlike the original Half-Life game, Counter-Strike is a realistic online shooting contest between terrorists and counter-terrorists using real-life weapons and tactics. Consequently, the violence, while not gratuitously bloody, may be more disturbing. Also, there is little control over profanity by other online gamers, though it is generally discouraged.

Red Faction
By THQ

MATURE M

Red Faction features a tremendous amount of violence, as it places players in the middle of a bloody rebellion. There are also plenty of innocent bystanders, who often get caught in the middle of the gunfights. The majority of the action takes occurs is realistically rendered though futuristic. Red Faction is one that is definitely aimed at older players.

Resident Evil Code: Veronica
By Capcom

MATURE M

Resident Evil Code: Veronica has a substantial quantity of blood and gore. Most of the plasma that is spilled, however, is that of your adversaries, who consist of monsters, zombies, and other unreal creatures. Nevertheless, this Resident Evil outing, like its predecessor titles, would be very scary for the younger or more impressionable gamers.

Box Art Unavailable

Twisted Metal: Black
By Sony

MATURE M

While the previous Twisted Metal car-combat games have been rated Teen for their slapstick/action-movie style chaos, the series' PS2 debut goes much further into dark territory. In addition to some gruesome nightmare-worthy characters, cinemas, and imagery, TMB features pedestrians whom players can run over. Definitely preview this one first.

Zone of the Enders
By Konami

MATURE M

Zone of the Enders is filled with mechanical mayhem during which buildings and other structures are trashed with almost no blood or gore. The included demo of Metal Gear Solid 2: Sons of Liberty, however, features splashing blood, gunplay, and hand-to-hand fighting, and is probably the reason that the overall package received a Mature rating.

Alone in the Dark: The New Nightmare
By Infogrames

TEEN T

Alone in the Dark is a survival/horror game with mild violence mostly limited to fighting supernatural monsters, rather than humans. The violence isn't particularly graphic, with no gushing blood, but red pixels representing blood do appear. The Teen rating is more for the scary atmosphere and theme.

Castlevania: Circle of the Moon
By Konami

TEEN T

Castlevania: Circle of the Moon merits a Teen rating for some minor bloodletting and some adversaries who dabble in witchcraft and other irreligious practices. Furthermore, the game's various creepy locales and plethora of disgusting monsters may also be inappropriate for very young gamers.

Crazy Taxi
By Acclaim

In Crazy Taxi, you control one of three cabbies who drive passengers to their destinations with reckless abandon, which means exceeding the speed limit, narrowly avoiding pedestrians, and hitting other cars and objects—all without realistic consequences. The dialogue track is filled with off-color remarks—mostly spoken by disgruntled passengers if they arrive late at their destinations.

Crazy Taxi 2
By Sega

Crazy Taxi 2 breaks every traffic law in the book, as players race through a fictional New York City. While no innocent bystanders are hurt, much property damage takes place. Yet all of the action is presented in a cartoonish arcade format—not realistically. There is nothing disturbing in this game.

Fire Pro Wrestling
By bam! Entertainment

Like most grappling games, Fire Pro Wrestling features a mix of physical violence and athleticism. The visuals don't offer enough detail for things to get really graphic, but there are special matches featuring things like electrified steel cages. Plus, you trade plenty of blows and kicks with opponents.

Spec Ops: Ranger Elite
By Take 2 Interactive

While realistic violence is central to the gameplay of this third-person military shooter, the violence isn't particularly graphic. However, you spend most of the game shooting lifelike weapons at lifelike people. Graphic gore is just a few red pixels representing blood and characters throwing up their arms before dying.

Time Crisis: Project Titan
By Namco

The sole focus of the gameplay in Project Titan is gunning down enemies, so its violent side can't be denied. This shooter requires the use of a plastic lightgun, which resembles a toy gun, that you point at the TV. There's no visible bloodshed or gore, but this definitely isn't suitable for impressionable kids.

Tribes 2
By Sierra

You play as a futuristic human wearing robotlike armor as you fight against other humanoids with such weapons as laser rifles, machine guns, and grenade launchers. In a sci-fi setting, the fighting is relatively sterile, with no gore and little blood. Tribes 2 makes you feel more like you're fighting against robots than other people.

Note: Some box art does not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Half-Life: Blue Shift	M
Half-Life: Counter-Strike	M
Red Faction	M
Zone of the Enders	M
Castlevania: Circle of the Moon	T
Crazy Taxi	T
Fire Pro Wrestling	T
Pitfall: The Mayan Adventure	T
Spec Ops: Ranger Elite	T
Time Crisis: Project Titan	T
Tribes 2	T
18 Wheeler: American Pro Trucker	E
Chu Chu Rocket	E
Cool Boarders 2001	E
Earthworm Jim	E
F-Zero: Maximum Velocity	E
Gran Turismo 3: A-spec	E
Iridion 3D	E
Mat Hoffman's Pro BMX	E
MLB 2002	E
MTV Music Generator 2	E
Rayman Advance	E
Ready 2 Rumble Boxing: Round 2	E
Sonic Adventure 2	E
Spider-Man	E
Spider-Man 2: The Sinister Six	E
Super Dodge Ball Advance	E
Super Mario Advance	E
Tony Hawk's Pro Skater 2	E

GAMEPRO EXPLAINED

Our Rating System

GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor. Ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.

Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, special strategies and codes, to...who knows?! Check out gamepro.com!

WHERE TO FIND THE ESRB RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*.**

Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

FIND OUT MORE ONLINE

GRAN TURISMO 3 A-spec

It was worth the wait. Gran Turismo 3 originally grabbed headlines as the PS2's premier launch title, but those extra nine months of release-date delays were well spent as Sony and Polyphony Digital deliver one of the finest racing games ever.

The Ultimate Driving Machine

To vets of the Gran Turismo series, GT3 will feel very familiar at first, but the game's impressive depth and polish start to shine right away. The menu navigation, notoriously a chore in the first two games, is hugely improved and makes wading through the piles of options much easier.

GT2's lineup of street and off-road courses is joined by two new tracks: a cool downtown Tokyo circuit and the renowned Grand Prix course at Monte Carlo. While the car lineup is smaller than GT2's, it's still vast, offering everything from Dodge Vipers to Cooper Minis. It's a shame that more European exotic cars like Ferraris didn't make the lineup, though.

PROTIP: Drafting is important, especially on the Test Course. Stay tucked in behind an opponent to reduce drag, and swing out only when you're ready to pass.

GT3 sticks with its familiar pair of modes (combined onto one DVD). The less structured Arcade mode lets you take out a wide selection of cars right away, unlocking more tracks and cars with wins. It also offers a slick time-trial race where, instead of just going solo against the clock, you take out a predetermined car to race against preset top times, making it feel like a set of mini-games. You can also race in two-player split-screen heats (they perform flawlessly) or use the iLink feature to connect six PS2s and six TVs for six-player races.

PROTIP: Use the look-back button (tap L1) to track opponents behind you—the rearview mirror is pretty deceptive.

The Sim mode returns to the compelling formula that the first GT invented a few years ago. Drivers maintain a garage of cars and race in a mammoth series of tournaments to earn cash that's spent on upgrades and new rides. Before you can enter the races, though, you have to pass a series of license tests that both measure and improve your driving skills. The only major change here involves used cars: There are fewer of them, and they appear alongside the new cars as pre-1999 models in each manufacturer's showroom.

PROTIP: Get the inside line on a turn, and instead of braking, sideswipe an opponent on the outside line to maintain speed and make the pass.

PROTIP: On the Rome circuit, cut the corner across the berm on the second severe right-hand turn to get a big jump on the pack.

Drivers Wanted

Stellar gameplay is what catapulted this series to prominence, and GT3 is no exception, harnessing the PlayStation's additional horsepower to deliver thrilling, challenging races. The realism and depth of even the Arcade races mean Gran Turismo 3 is definitely suited for serious drivers only.

However, GT3's much-vaunted A.I. isn't quite the revolution it was touted to be. Sure, the cars no longer robotically follow the same racing line and they'll occasionally sideswipe you, which are great improvements. But the changes amount to little tuning, rather than the promised new experience. The off-road rally racing has been greatly improved, though, offering a much more playable, enjoyable ride. It's a lot like playing Colin McRae Rally 2.0—the action is that sweet.

Gran Turismo 3's amazing lighting makes this rainy night race in downtown Tokyo one of the game's visual highlights. Check out how the water puddled on the road reflects the track's lighting.

PROTIP: Be belligerent about trading paint with the pack. There's no penalty, and sometimes you can send someone off the track and out of the race.

BY AIR HENDRIX

- Developed by Polyphony Digital
- Published by Sony
- $49.99
- Racing
- Available June
- 6 players (via iLink)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

But GT3 isn't perfect. The races could really use more cars on the track; depending on the circuit, you'll face between one and five opponents. More importantly, the total absence of wrecks and damage to the cars makes such a highly realistic experience ring false at times. These nagging flaws have persisted since the first GT, so rather than being surprising, it's more of a shame that they weren't addressed.

Zoom Zoom

GT3's spectacular graphics and sounds make these races a delight to compete in. The sensation of speed is dead on as you putter along in a Corolla but hang on for dear life in a Corvette. And the refined detail in the tracks is dazzling, offering some truly breathtaking lighting, gorgeous car models, and cool touches like fans' flashbulbs popping in the grandstands. As for audio, the awesome engine sounds rumble differently for each car, and the soundtrack rocks to tunes from Lenny Kravitz, Papa Roach, Snoop Dogg, and others.

As always, the controls are so good you won't even notice them. The handling is tight, and the Dual Shock's force feedback really adds to the realism, especially when your tires drift onto the berm or into the dirt.

The dust clouds as you chase down your opponent in an off-road race on the Tahiti tracks are just one of GT3's impressive visual flairs.

PROTIP: The Mid-Field track is loaded with hairpins surrounded by sand, including a brutal one near the end. Until you master the racing line, brake heavily for these—even too heavily—because you can lose with one mistake in these crucial corners.

Relentless Pursuit of Perfection

The GT series has a huge worldwide fan base, and GT3 measures up to those high expectations with style and depth. If you're into racing at all, this instant classic is simply a must-own game.

Note: This review is based on the boxed Japanese version. According to Sony, the only differences in the U.S. version will be language translation and a new music soundtrack.

PROTIP: Master the art of blocking. If an opponent is about to pass you, glue one eye to the rearview mirror and weave across the road so that they ram your bumper instead of passing you.

PROTIP: In off-road races, power-sliding through turns is essential. Start the turn, tap the brakes until your back end fishtails, then countersteer in the direction of the skid.

PROTIP: Going off the track or hitting the wall affects you more than it did before, so braking too much for a turn is better than risking a mishap.

PROTIP: On Cote d'Azur, all the severe turns means a feathery touch on the analog gas button is vital.

PROTIP: On Apricot Hill, it's safe to cut through the dirt on the S-turn before the finish.

GRAPHICS 5.0

At last, Gran Turismo's graphics match its gameplay. Awesome lighting, a slick frame rate, lush scenery, and sleek car models make GT3 a beauty.

SOUND 5.0

The star-studded soundtrack thumps to tunes from stars like Lenny Kravitz, Jimi Hendrix, and many others, while the excellent sound effects will make you crank up the volume.

CONTROL 5.0

GT3's razor-sharp handling means you're always battling your opponents, not the controls. The force feedback and analog responsiveness are particularly impressive.

FUN FACTOR 5.0

The leading name in racing games returns to the track with its best performance ever. With deep, exciting racing, GT3 reports directly to the winner's circle.

RED FACTION

BY UNCLE DUST

- Developed by Volition
- Published by THQ
- $49.99
- Available now
- Shooting
- 2 players

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	5.0

WITH SUPERIOR TECHNOLOGY and an excellent story line, Red Faction blasts through the first-person shooter (FPS) crowd, taking you on one of the best adventures for the PlayStation 2.

FIND OUT MORE ONLINE

Science Faction

Red Faction is a story-driven FPS similar to Half-Life, with a healthy dose of sci-fi cinema thrown in (from *Aliens* to *Total Recall* to *The Abyss*). Faction also contains "Geo-Mod" technology, which translates into innovative, modifiable environments: For example, you can blow a hole in a wall and walk through it. Happily, the sci-fi style and technology combine to raise the bar for shooters. Throughout Faction, the Geo-Mod system runs smoothly in the background, occasionally giving you a way out or solving a puzzle, but remaining well-hidden and never stepping needlessly into the spotlight to become a gimmick.

PROTIP: When driving the sub or fighter, use the L1 and L2 buttons to raise and lower the craft quickly to avoid incoming attacks.

PROTIP: The Precision Rifle is the most effective weapon for fighting mercenaries. Snipe when you can, otherwise fire repeatedly.

The game plays through its lengthy plot in a straightforward way, as main character Parker receives orders that take him through escalating events, literally, as he ascends from the bottom of the mines up to Ultor headquarters (and beyond). Gameplay varies greatly: In addition to running and gunning, you also fly or drive a number of vehicles; execute several timed tasks; and even sneak your way, Solid Snake–style, through Ultor offices.

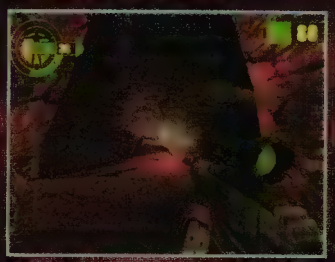
The challenge increases as the plot thickens (without adjustable difficulty levels, it could become nigh impossible). Getting to the end requires not only smarts but lots of firepower—which the fallen mercenaries provide.

Last Faction Hero

The visual style of Red Faction is astounding, from the insanely huge levels to its myriad characters and weapons. The game's strong juxtaposition of immense spaces with claustrophobic ones will keep you on edge. The soundtrack adds to the gravity of the situation as it's filled with taunting dialogue, constant weapon fire, and music that subtly adds to the drama. The only drawback is lengthy load times at bizarre intervals—sometimes in the middle of a firefight.

PROTIP: When driving the ATV, hit ✕ to jump out and gather weapons and bullets from fallen enemies, then hit ✕ to get back in quickly.

PROTIP: Don't take out innocent scientists—unless you're low on health. Doing so will usually surrender a medical kit.



PROTIP: When you see this bridge outside the merc base, back up: It will be blown up. Jump over the hole to avoid being sidetracked.

While FPS controls usually suffer when not on a PC, Red Faction's use of the PS2's Dual Shock 2 controller is on the money. Auto-targeting helps, especially when the going gets tough, but you'll still need quick reflexes and an itchy trigger finger to survive. Some of the ladder and platform navigating is frustratingly difficult, however, and would be more appropriate from a third-person perspective.

Better Red Than Dead

Red Faction hits the mark, combining superior technology and awesome graphics with an intense, lengthy, and satisfying story line to keep gamers fighting for the rebellion with all they've got. G

PROTIP: Use the scope on the rocket launcher or rail driver to see through walls and check for enemies before entering a room.

PROTIP: When inside Ultor Headquarters, sneak up to the third floor, then enter the first room on the left and take out the guard. Get supplies from the armory in the back of that room.

GRAPHICS 4.5

Vast levels, tons of great weapons, stylish character design—this game has it all. The only drawback is frequent, lengthy load times.

SOUND 4.5

Voice-acting is solid throughout, while the constant sound of weaponfire keeps you on edge. The music blends smoothly into the background.

CONTROL 4.0

Dual analog sticks give you pinpoint control when in a firefight, but the frequent narrow platforms and ladders will test your patience.

FUN FACTOR 5.0

This game would be rad just to blow stuff up, but when you throw in a terrific story, it becomes a must-have addition to your PS2 library.

The story of a hero.
His adventure. And his ears.

A villainous force has transformed the dream world of Lunatea into a nightmare. A young hero, Klonoa, has been given the task of rescuing this once enchanted land. A daunting mission, to be sure. But with ears to ride the wind, and a magic ring to control his foes, this hero's victory cry will surely be heard.

KLONOA™ 2
Lunatea's Veil

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PlayStation.2

EVERYONE E

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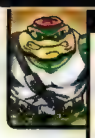


BY MAJOR MIKE

- Developed by Acclaim Studios Cheltenham
- Published by Acclaim
- $49.99
- Racing
- Available May
- 1 player

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

ALREADY A CROWN jewel on the Dreamcast, Crazy Taxi is now available on the PlayStation 2, where owners will get an opportunity to take the wheel of one of the wildest rides ever. CT not only delivers exciting racing, but the game's various techniques and frenetic pace will keep wannabe cabbies driving for days.

PROTIP: If you pass a fare, don't waste time hitting the brakes, shifting in reverse, and backing up. Continue pass and find another fare.

"WOW—I DIDN'T EXPECT TO GET HERE SO FAST!"

Crazy Taxi combines a slick, skill-based driving engine with two huge cities and one simple objective: money. Playing as one of four drivers, you pick up and deliver passengers to their destinations while racing against the clock. The faster the trip, the higher the fare and the more green for your pocket. The game's simple premise is enhanced by a lack of reality: You collect passengers on building rooftops and beneath the waves at sunny beaches, while performing insane gravity-defying jumps and outlandish stunts.

PROTIP: You can nab a big-buck fare in the Original game: Look for the passenger on the roof of the building near the raised bridge.

Never thought you'd see a Sega game on the PlayStation 2! Believe it!

Yet Taxi isn't all flash and big air; the game's masterstroke is the driving techniques. Using only two gears and as many speeds, you bust out a plethora of maneuvers, including rocket-starts from a dead stop, speed bursts, spins, drifts, and more—all of which nabs you extra bucks from your fare. Not only is when a passenger arrives a key aspect, but how they arrive can be equally important. Fortunately, drivers can hone their techniques in the game's Crazy Box trainer.

"HEY, WAIT UP—WHERE YOU GOIN'?"

Taxi comes complete with tuned-up features that are in line with the game's hectic premise. Tight controls keep your vehicle under tight command, and the sturdy PS2 controller is preferable to the weak shoulder-buttons on the Dreamcast. The detailed visuals speed by at an unfaltering pace—albeit with a little breakup and distortion—as the hard-rock audio has your foot tapping and adrenaline pumping. Along with assorted effects such as screeching tires and revving engines, sound bites add humor and atmosphere.

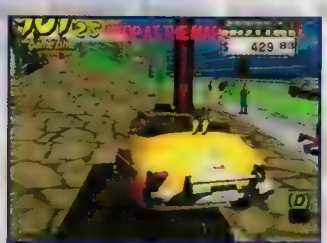
PROTIP: The Crazy Box is a great place to brush up on driving skills—and successfully clearing all its mini-games unlocks secrets.

PROTIP: Whenever you stop to pick-up a passenger, shift into reverse. When your fare gets in, immediately shift into drive and quickly hit the gas to perform a rocket start.

"SATISFIED?"

Although the scant two cities can become tiresome after repeat drivethroughs, Crazy Taxi's diverse play techniques keep the overall package from growing stale. No haggling is required here—this baby is easily worth the sticker price.

PROTIP: If you're carrying a fare but know you'll never reach his destination in time, execute some Crazy Drifts to earn some last-second cash.



PROTIP: When you spot a fare, head for any structures near the prospective passenger to help you make a quick stop.

GRAPHICS 4.5

Crazy Taxi is awash in color and intricacies that bring its two cities to life. Despite a speedy frame rate, the onscreen action occasionally falters with some break-up, distortion, and slowdown.

SOUND 4.5

Crazy Taxi's audio track has the perfect combination of pounding music and atmospheric sound effects. It's unfortunate they couldn't tone down the Wolfman Jack–esque announcer a bit.

CONTROL 4.5

No more broken Dreamcast trigger buttons! The PlayStation 2 controller easily withstands the tough fingers required to play this game, and response is sharp. The only drawback is lack of a custom controller configuration.

FUN FACTOR 4.5

Acclaim couldn't have picked a better Sega title for a PS2 port than Crazy Taxi. Its excellent mix of driving techniques, fantasy physics, and gigantic cities will keep couch drivers burning onscreen rubber for some time.

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BY DAN ELEKTRO

- Developed by Jester Interactive
- Published by Codemasters
- $49.99
- Available June
- Music
- 8 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	4.5	4.0

MTV MUSIC GENERATOR 2

MTV Music Generator destroyed expectations of what a PlayStation "game" should be, offering innovative music tools for would-be DJs. The sequel doesn't stray too far from the formula but doesn't add too much, either—if anything, it takes one cool element away.

Get Your Groove On

There's no winning or losing here, just creativity run wild. You choose from pre-made bass, drum, guitar, effects, and vocal loops, arrange them into a pleasing trance/rock/R&B/techno configuration, and whammo—you're the producer. You can throw in some reverb, change the pitch or volume of a sample, or even generate a custom psychedelic video just by placing blocks on the screen.

If you doubt the power of simplicity, check out the incredible riff editor feature that enables you to build sonic elements from scratch. A fairly accurate re-creation of Apollo 440's "Stop the Rock" as well as several other pre-built songs show how sophisticated your creations can be.

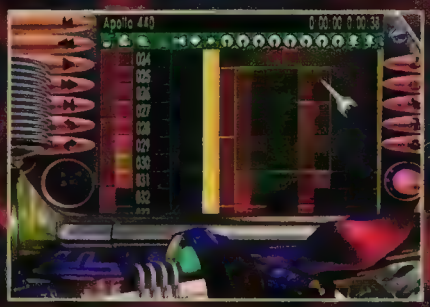
The PS2 version of Music Generator offers more tracks and clearer samples than its PlayStation forebear.

PROTIP: The Bookmark feature highlights a bar number in yellow—which is perfect for noting where different sections of your song start, like solos or bridges.

Same Old Song?

While the interface is easy to navigate with a Dual Shock, it would be even easier if the program supported USB keyboards and mice. And though it's cool that the engine has been overhauled, the ability to sample snippets from your favorite CDs has been removed. (You can add your voice via Codemaster's USB Sampler...but that's extra cash.)

The eight-person jam sessions are fun and the fidelity is a bit better, but MTV Music Generator 2 doesn't move the series forward far enough. If you have a melodic itch to scratch, this game is still worth renting to make your own boogie-down productions.



PROTIP: One of the first techniques to learn is copying and duplicating entire sections of your song. It will help quickly lay out a base.

MG2's cool skins make your workspace look like anything from a 1950's-era radio to a spaceship console.

BY JAKE THE SNAKE

- Developed by Idol Minds
- Published by Sony
- $49.99
- Available now
- Snowboarding
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

SSX is the better game, but Cool Boarders 2001 has a more lifelike—but still over-the-top—style, plus more game modes that should appeal to real and wannabe snowboarders.

Ride With the Pros

The one way that Cool Boarders clearly trumps snowboarding champ SSX is with its more varied gameplay styles and modes. Besides just racing against A.I. boarders, you complete levels by earning a set number of points by landing tricks in a half-pipe; by performing certain feats in the Board Park, such as grinding water pipes and jumping over busses; and by mimicking the moves of real-life pros.

The forgiving controls err on the side of fun, enabling many in-air tricks that combine all eight buttons—but they're a little stiffer than those in SSX or Tony Hawk 2.

Cool Boarders 2001

A Slippery Slope of Painted Snow

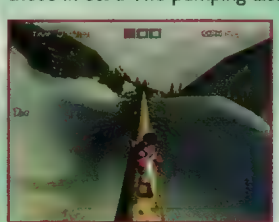
Courses are staid compared to SSX's wacked slopes—no Hawaiian glacier or indoor snowboarding here—but they're more lifelike (sort of: huge water pipes snake all over, begging for rail slides). The Board Park is a hoot, with all its trick potential, and the courses rival SSX's for length but "borrow" SSX's painted snow and smoke effects.

Cool Boarders 2001's zipping frame rate will give gamers a wonderful sense of what it feels like to cruise down a mountain, though the characters are blocky and move less smoothly than those in SSX. The pumping alternative-rock soundtrack keeps the energy high but is the game's only real sound effect.

If you already have SSX, you don't need Cool Boarders—unless you're a boarding fanatic. Otherwise, you'd do well to try both before buying either.

PROTIP: To avoid wiping out, use the rail grind (press △) when you're about to hit a dangerous obstacle from the air.

PROTIP: After jumping, don't hold the jump button again until you've landed, especially when doing big tricks on the half-pipe.



PROTIP: Watch for fallen trees that can be rail-grinded to cross hazardous areas.

PROTIP: Don't turn too sharply in races or you'll slow down. Tuck down as much as you can for speed.

Give perps a one-way ticket to the big house.

Fight crime through 20 tire-screeching, gun-blazing missions.

Use a variety of vehicles and an arsenal of weapons to send the scum to the slammer.

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T Violence

PlayStation

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BY DAN ELEKTRO

- Developed by Runecraft
- Published by Activision
- $39.99
- BMX
- Available now
- 2 players

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

AFTER AN EXTENDED delay, BMX god Mat "Condor" Hoffman finally touches down on the PlayStation. Fans of Tony Hawk's games will surely want to check out Mat Hoffman's Pro BMX—but be warned: For both better and worse, this isn't the same game with two less wheels.

RE-CYCLED?

Both Mat's and Tony's games share the same gameplay engine, yet there's one catch: Whereas Tony Hawk's Pro Skater 2 is the current standard, Mat Hoffman's Pro BMX was built on a modified version of the original Tony Hawk's Pro Skater. That means you'll find a custom course creator, but there's no way to make your own rider or buy upgraded gear. It's a step back in options, but not in gameplay; that's still as solid as ever, thanks to fresh physics challenges (make no mistake with the handling—bikes are not skateboards), ample combo lines, and trick-filled locales like a construction yard and a New York City park.

PROTIP: Landing a fakie boosts your special meter a lot. The longer you can coast backwards after landing a trick, the higher it goes.

Still, some flaws keep Mat from soaring higher. The swinging camera makes landing unnecessarily difficult, and sometimes the game doesn't give you proper credit for a combo. The engine also shows its age with some big draw-in and a little slowdown, but the overall high frame rate saves it. These flaws are acceptable but disappointing, especially considering how long it took for this game to come out.

HANDLEBAR EXAM

A mix of hip-hop, rock, and punk tunes keep the mood appropriately aggressive, while the sharp controls haven't diminished from the Tony games. Successfully landing stunts, however, feels more difficult in this game; you'll have to be fast to pull off tricks reliably, and you'll definitely need to master manuals and long combos if you want to hit those score goals. Two-player split-screen action, saveable replays, and the super-easy park creator (identical to Tony Hawk's Pro Skater 2's) round out the solid package.

PROTIP: In addition to linking tricks with manuals, try to land ramp stunts with grinds.

WHEELIE GOOD

If you're choosing between Mat and Mirra, there's no contest: Hoffman's gameplay and mechanics are much more fun. Between Hawk and Hoffman, well, THPS2 has the edge—but if you're specifically looking for two-wheeled thrills, Mat Hoffman's Pro BMX is the game to get.

PROTIP: Pro BMX's levels have been designed with monster combos in mind—watch for ledges that drop down onto rails and other clues to locate lengthy combo runs.

PROTIP: Grind both swingsets and the nearby bench for the Playground Hero gap bonus in New York.

HIDDEN COVERS!

PROTIP: Want the bike factory's hidden cover? Grind past the big switch in the bowl to open the garage door. Get your special meter up outside in the yard, then launch yourself from the dirt mound up to the shed roof. Crash through the window with a bunny-hop and grind on the pipe.

PROTIP: To grab the hidden cover on Construction, make a left from the starting point up the dirt hill. Use the ramp to jump to the crane and girders; you'll snag it if you grind to the opposite corner.

PROTIP: In London, use the small kicker ramp in front of the escalators to pop into the air. Grind on the lights, bunnyhop through the grated Hidden Hall, and hop again onto the ceiling pipe to get to the cover.

GRAPHICS 4.0

That draw-in is a drag, and the camera simply can't keep up with the high-flying action at times. Still, the rich environments and brisk frame rate make amends.

SOUND 4.5

Outkast, Bad Brains, Deltron 3030, Pennywise, Jurassic 5—you can't fault the edgy soundtrack. Sparse but straightforward effects of spinning wheels and painful groans complete the package.

CONTROL 4.0

The control scheme is identical to that of THPS, offering arcade-style button presses and combos to pull off daredevil stunts. It's definitely trickier than in the earlier games—timing counts for a lot.

FUN FACTOR 4.0

So it's Tony Hawk on a bike, and yet it's not Tony Hawk on a bike. Vets of the skateboard scene will find the mechanics familiar, but new terrain, tricks, and BMX-specific gameplay challenges enable Hoffman to take flight on his own.

BY AIR HENDRIX

- Developed and published by Namco
- $39.99; $49.99 (with Guncon)
- Available June
- Shooting
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

TIME CRISIS PROJECT TITAN

TIME CRISIS RANKS up there with Virtua Cop as one of the all-time greatest lightgun shooters, but strangely, Namco has let the franchise hibernate for quite a while. Out of the blue comes Time Crisis: Project Titan, a fine addition to the series simply because the series itself is fine; Titan offers scant innovation—just a trio of fresh levels with patterns you haven't memorized yet.

Richard Miller's Been Framed!

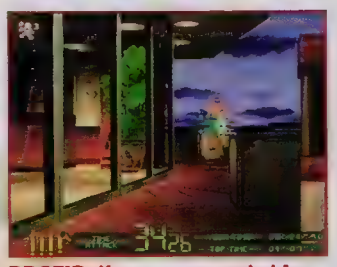
Never mind the laughable story—just skip right past those weak cinemas so Titan can line up throngs of fresh targets in a Caribbean yacht, a South American military airport, and the warrens of a gold mine. Titan sticks to the Time Crisis formula of ducking for cover to reload, then popping out to blast away. While the array of targets is challenging and creatively presented, it's a shame that Titan didn't add needed improvements such as two-player action, weapon power-ups, multiple pathways, and the like. Still, despite the somewhat routine feel, the gameplay is exciting and addictive.

On the control side, a Guncon lightgun is mandatory—you can play without it, but the grueling frustration of nudging a cursor around the screen with a regular controller robs the game of any fun. And the Guncon performs beautifully, offering pinpoint control and those familiar hand cramps.

Visually, Titan gets the job done, but doesn't max out the PlayStation's capabilities. The various levels deliver colorful, interesting scenery, but everything looks a little blocky and choppy. The workmanlike audio won't rock your world either, offering respectable weapons effects and decent voice-overs.

Reload!

If you love lightgun shooters, Titan will make for a thrilling weekend rental. Since it pretty much amounts to an add-on level pack, you'd have to be ultra-hardcore about Time Crisis to spring for your own copy.

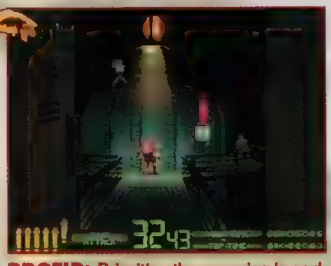


PROTIP: Keep an eye peeled for the enemies in golden brown clothing—taking them out gives you time bonuses.

PROTIP: When battling bosses, shoot the arrows on the sides of the screens to switch locations and try to get the drop on them.

PROTIP: Count your shots so you know when to reload, and also reload during any quiet moments.

PROTIP: If you're facing multiple targets and some are in motion, take out the immobile targets first. Moving targets are harder shots, and, by the time you clear the rest, they will probably have stopped.



PROTIP: Prioritize the enemies in red clothing and those with machine guns, grenades, and rocket launchers—they'll hit you much faster than the others.

SPEC OPS RANGER ELITE

BY JAKE THE SNAKE

- Developed by Runecraft
- Published by Take 2 Interactive
- $9.99
- Available now
- Third-person shooter
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	4.0	3.0	3.0

EXCEPT FOR EASIER missions, Spec Ops: Ranger Elite is little improved over its pseudo-realistic forebear, the bargain-basement best-seller Spec Ops: Stealth Patrol. Again you play as elite U.S. Army Rangers, controlling one Ranger in a third-person view while commanding another. You can choose real-life weapons, from M60s to grenade launchers to Claymore mines. Your four missions—each with three phases—vary from preventing a militia from sabotaging an Alaskan oil pipeline to rescuing a hostage from the Taliban in Afghanistan.

The graphics—still blocky and pixilated—look worse when compared to this year's crop of PlayStation games, and the controls are still frustrating and complicated. The only improvement—easier missions—exposes how short the game is, as you'll finish it in a couple hours. Ranger Elite isn't dreadful, but don't buy it just because it's $9.99—you'll get what you pay for. If you want a real bargain, buy an older classic for the same price.

PROTIP: The sniper rifle is the ultimate weapon. You can hit enemies before they see you and kill them with one shot up close.

PROTIP: Crouch then roll around corners to get the drop on the enemy.

FIND OUT MORE ONLINE

SONIC ADVENTURE 2

EVEN THOUGH IT'S one of the Dreamcast's last games, Sonic Adventure 2 is one of the best for that soon-to-be-gone system. It seems like Sega has given its all to create a well-crafted sequel, which even surpasses every aspect the first Sonic adventure with unrivaled gameplay that no Dreamcast owner should miss.

Born To Be Blue

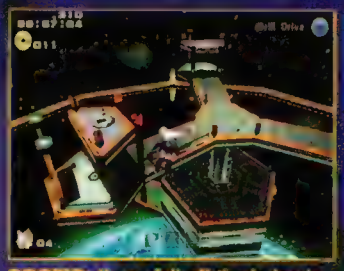
The story line is simple. Follow the evil antics of old adversary Dr. Eggman (a.k.a. Dr. Robotnik) along with newcomers Shadow (a Sonic look-alike) and Rouge (a roguish bat) in their search for Chaos emeralds — a source of enormous power that feeds an ancient weapon capable of destroying an entire planet. Of course, Sonic, Knuckles, and Tails must stop the mischievous trio from fulfilling their plans of world domination.

Sonic 2 is divided into two linear parts: one follows the blue hero and his friends, while the other shadows the villains. At the beginning of the game, you choose which story to follow; in order to open up secret levels, however, you'll need to play both tales. As in the first Sonic Adventure, you can play as certain characters in certain stages: Sonic and Shadow have the fast and dizzy levels; Knuckles and Rouge search for items by digging; and Tails and Dr. Eggman pilot mechs in shoot-em-up rounds. The game has a total of 30 stages, each containing five missions — which ultimately adds up to hours of gameplay.

One Nation, Under Hog

Visually, Sonic 2 is jaw-droppingly beautiful. Sharp, vivid worlds come to life with lush backgrounds that dazzle the eyes with amazing detail, while both the main cast and enemies exhibit brilliant colors in every hue and shade imaginable. Most importantly, however, the game's frame rate blisters at a high speed, which looks especially awesome on Sonic's and Shadow's levels.

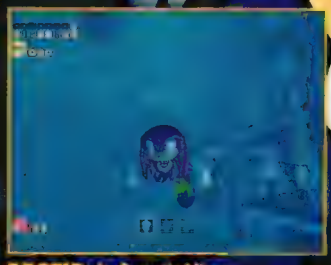
Even better than Sonic 2's sights are the sounds: An eclectic mix of orchestrated masterpieces, guitar tunes, and melodic hip-hop voices gracefully take the game's ambiance to a perfect pitch. Plus, the quirky voices keep you entertained during the cut-scenes.



PROTIP: If you fall off the ledge in space without anywhere to go, you can fly to the side of the planet, then cling and crawl up.

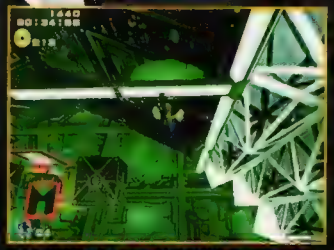
PROTIP: To do a powerslide on Route 280, lay off the gas right before turning, then accelerate when you're about to straighten out.

PROTIP: Use multiple targeting with Dr. Eggman and Tails. The more you do, the more extra points you get.



PROTIP: In Aquatic Mine, don't forget to lower the water level so you can venture into deeper caverns.

PROTIP: If you're moving super fast or upside down, and are unsure which way to hold the analog stick in Sonic's and Shadow's stages, just press and hold it forward (↑).



PROTIP: Be careful: When you reverse the gravity in Crazy Gadget, the controls reverse.

Catch him if you can! Sonic is in top form for an exhilarating adventure from start to finish.

BY FOUR-EYED DRAGON

- Developed by Sonic Team
- Published by Sega
- $39.99
- Available June
- Action/adventure
- 2 players

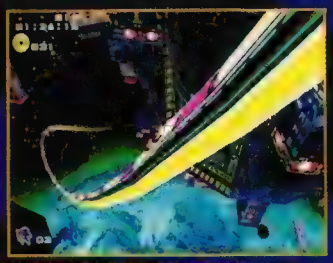
E — EVERYONE — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

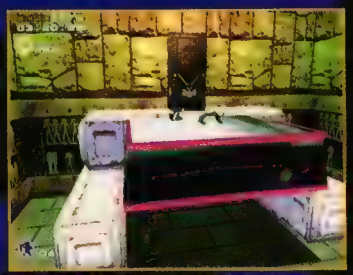
Going Super Sonic

Mastering the controls of six characters provides enough variety to make Sonic 2 addicting to the end. Plus, Sonic can now grind rails, which demands intense concentration as you jump from rail to rail; he also has a new attack and a souped-up jump that's a snap to learn. Even performing the moves of the rest of the crew takes little effort.

PROTIP: Choose Shadow for a kart race. His attributes are right in the middle: fast and not too hard to control.



PROTIP: To jump from rail to rail, try not to jerk the controls while airborne.



PROTIP: Crack open this box to stop the heavy weight from dropping.

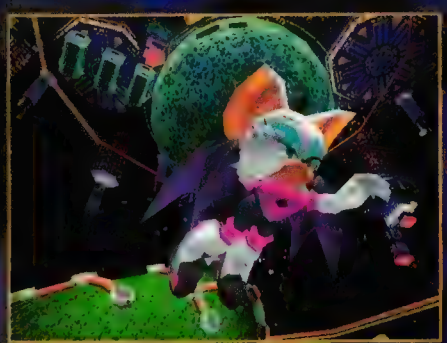
Hog Speed

The fun multiplayer games are a nice distraction from the main quest. Join up with a friend to compete in a foot race, find hidden loot, or battle in mechs. There's even a slick kart racer for one or two people. And, of course, those cutesy Chaos return, providing a raise-your-own-pet game for your VMU.

Unfortunately, Sonic 2 does have blemishes. Sega never did correct the major flaw in Sonic Adventure: awkward camera angles. In several levels, the camera gets stuck in positions that prevent you from seeing what's happening, which results in hit-and-miss controls. And when there's a lot of action going on at once, there's also a bit of slowdown.

But aside from these infractions, Sonic Adventure 2 continues the Hedgehog's legacy in impeccable form. Brilliantly showcasing marvelous visuals, hip tunes, and a diversity of playable characters, Sonic runs at supersonic speeds to deafening fun. Feel the boom with one of the Dreamcast's last fantastic games.

Exclusive GamePro ProReview!



Travel to surreal worlds filled with slick details like this outer space stage where you can glide from planet to planet, walk upside down, and travel on the backs of rockets.

PROTIP: To avoid a locked-on missile during a shooting match against a friend, jump away when the missile is right next to you.

PROTIP: To defeat B-3X Hot Shot, attack right after it unleashes its missiles.

PROTIP: Find special power-ups and extra coins by digging in wall and floor pictures.

GRAPHICS 4.5

The power of the Dreamcast is at full capacity, churning out unbelievable and picturesque visuals. Levels are painted with sharp detail, while Sonic's run through 3D worlds is lightning fast. The frame rate, though, drops for a few seconds during intense battles.

SOUND 5.0

A combo of cartoony tunes, hip-hop voices, and instrumental sounds perfectly mixes into the game. Quirky banter and familiar Sonic sound effects complete the solid soundtrack.

CONTROL 4.5

Controls are straightforward and easy to learn. The characters you have to master keep the gameplay challenge high. Unfortunately, clumsy camera angles periodically appear to keep you from finishing the level quickly.

FUN FACTOR 5.0

The newest addition to the Sonic franchise is one of the best. The game is sweet music to all of your senses, combining visual and audio splendor to a degree that few adventures have achieved. This is a classic for your Dreamcast library.

BY JAKE THE SNAKE

- Developed and published by Sega
- Available now
- $39.99
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0

EIGHTEEN 18 WHEELER

★★★ AMERICAN PRO TRUCKER ★★★

SURE, SPORTS CARS are great but they're just a speed bump in the path of your big rig in 18 Wheeler: American Pro Trucker, a raucous and fun-filled take on truck driving. With only four real levels, however, the fun is over before you can say, "chicken-fried steak."

Have Rig, Will Travel

C'mon, admit it. You dream of maximum torque every time a big rig passes your station wagon with extreme prejudice. Well, now it's you behind the wheel of a multiton tractor-trailer causing havoc on the highway—and it's just as entertaining as you thought it would be.

You choose one of four truckers, then set off on a four-legged trip across America, from New York to San Francisco. You race against the clock and a rival trucker, extending your time by hitting checkpoints and obtaining bonuses for beating rivals. Careful, though: You lose points for damaging your cargo—which can include logs, cars, heavy machinery, etc.—every time you run over a vehicle or hit a guardrail.

PROTIP: Rather than make the tight turn on the Old Town Score Attack track, plow through this building.

PROTIP: Avoid turning so sharply that you hear skidding, which decreases your speed.

American Beauty

The game's scenery is pure roadside Americana: diners, Texaco stations, Denny's restaurants, overpasses, and covered bridges. Not that 18 Wheeler is very realistic—from New York to Florida takes only a few minutes—but the flavor is right. The coolest part is the Texas twister that throws buses and trucks in your path.

Your truck's graphical and audio details are equally cool. Black smoke shoots out your exhaust pipes when you switch gears, and air brakes squeak and hiss when you stop. Best of all is your junk-strewn cab: Sunglasses slide across the dashboard and your dangling mirror ornament swings when you turn. You can also play from a great exterior view. The game's most noticeable audio, your rival's repetitive taunts, is very annoying, though.

PROTIP: Honk your horn to make cars block your rival, slowing him down.

Road Hog

Your rig handles well, taking into account the weight of your load, and the driving action is great, with lots of mayhem as you run through cars and buildings. But while four levels were plenty for the quarter-munching arcade version of the game, they go by pretty fast at home; the four Score Attack courses and variable difficulty modes don't add much replay. So it'd be a good idea to rent this gem first to see if you'll still want to play after beating it.

PROTIP: Take this shortcut to the right on the road to Dallas. You plow through two covered bridges, but it's still faster than the paved road.

PROTIP: Your truck makes very wide turns, so turn the opposite direction to clear out some room before trying tight turns.

PROTIP: The overpass shortcut on the way to San Francisco saves time, but be prepared for this tight turn or you'll crash to the ground.

PROTIP: Just before the end of the road to Las Vegas, take the opposite traffic lane and hit this van for three bonus seconds.

GRAPHICS 4.5

Gazing through your huge windshield, past your dangling mirror ornament and the pointy cattle horns on the front of your hood, you see all the beautiful sights of cross-country trucking, including Texaco, Denny's, Holiday Inn, and...tornadoes.

SOUND 4.0

Ever been to a truck stop? That's what 18 Wheeler sounds like: huge diesel engines working up speed, air brakes hissing, and twangy one-liners from men with large belt buckles. The sounds you'll really notice, however, are the annoying taunts of your rival trucker.

CONTROL 4.5

Truckers would die for nimble controls like these. You'll squeeze your big rig between many a tight spot, but you'll know you're not driving a Toyota. Your turns need to be wide with your brakes soon applied.

FUN FACTOR 4.0

Truck driving was a topic dying to be made into a game, and Sega delivers with that same action-packed, raucous style that made even bass fishing fun. But no full levels have been added to the original arcade version's, so the game ends just when you're revving up.

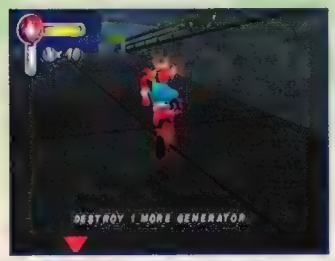
BY UNCLE DUST

- Developed by Treyarch
- Published by Activision
- $39.99
- Available now
- Action/adventure
- 1 player

EVERYONE E ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	5.0

WEB HEADS, REJOICE! Spider-Man is swinging his way to the Dreamcast neighborhood with a sparkling conversion of the awesome PlayStation and Nintendo 64 action/adventure game.



PROTIP: When destroying the symbiote generators in the printing press, look out for these giant rollers, which can knock you out.

PROTIP: When riding down this elevator, kick attack the symbiotes to knock them off.

Spider-Man meets with many famous heroes from the House of Ideas, including the Human Torch, Daredevil, Black Cat, and others.

COMICS GENIUS

Even though it's taken almost a year, Treyarch has polished up old Spidey for Sega's next-gen system while keeping the gameplay rock solid. For those who missed the previous PlayStation and N64 incarnations, here's the story: Peter Parker is attending a science demonstration given by a "rehabilitated" Doctor Otto Octavius (a.k.a. Dr. Octopus), when a Spider-Man imposter steals a multi-million dollar piece of technology. What ensues is a classic Marvel caper, filled with super-villains, sensational supporting roles by other Marvel heroes, and tons of exciting web-slinging action as Spider-Man must save NYC from imminent destruction. The game tests all of Spidey's numerous special abilities, taking gamers on a thoroughly enjoyable ride from start to finish.

PROTIP: Whenever you're being chased or chasing someone (which is frequent), jump continuously instead of just running.

THE AMAZING, SPECTACULAR, WEB OF SPIDER-MAN

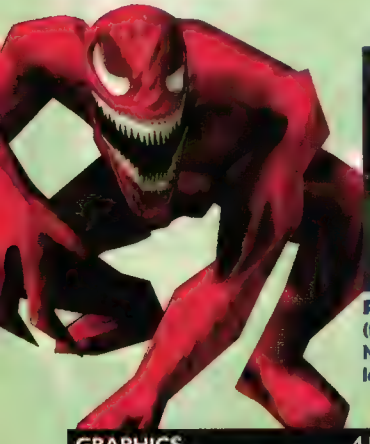
The most noticeable improvement over the previous Spider-Man versions is the enhanced graphics: Textures are smooth, and additional lighting effects give character models and environments a more realistic appearance. The graphics are still on the blocky side, however, and the twitchy camera from the earlier incarnations remains. It's an amazing if imperfect job of creating a comic-book world in 3D.

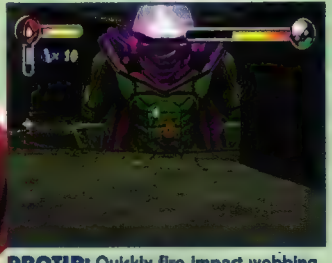
The soundtrack resounds with terrific voice-acting from all the characters—using voices from the cartoon series—and Stan Lee's narration is exuberant perfection. The various effects and music keep you involved throughout without being overpowering.

Controlling Spider-Man is, for the most part, a breeze with the Dreamcast controller, and mastering the many useful web techniques is both fun and rewarding. Nevertheless, it does take time to get used to the way the controls change once Spidey is upside-down on the ceiling, which can be frustrating in a fight.

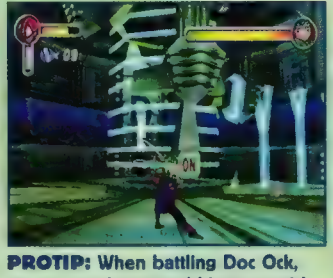
A HERO WORTH THE WAIT

For any Dreamcast owner who hasn't yet played all the way through this game, Spider-Man is a must-own. Featuring a solid story with great characterization faithful to the comics, outstanding presentation, and exciting, varied gameplay, this super adventure really makes you know how it feels to wear the red-and-blue tights.





PROTIP: Quickly fire impact webbing (tap ↑, Y) at the conduits on giant Mysterio's outfit, then jump to the next levels and repeat to take him out.



PROTIP: When battling Doc Ock, run in a circle around him to avoid his attacks, stopping only to shoot these targets and grab power-ups.

PROTIP: Unless you have the fire-web power-up, don't waste your time fighting the numerous, re-spawning symbiotes.

GRAPHICS 4.5

Spider-Man's smooth textures and animations—courtesy of the Dreamcast—bring the game's comic-book world vividly to life. On the downside, characters are a bit blocky and the camera can be problematic.

SOUND 4.5

Terrific voice-acting from all characters—and narration from Stan Lee himself—helps make the game a true heroic adventure. The sound effects and music are also quite good.

CONTROL 4.5

Spider-Man is one of the most kinetic superheroes, and this game gives you all his moves without being complex. The only drawback is the twitchy Dreamcast analog stick makes you go to the directional pad for certain moves.

FUN FACTOR 5.0

This action/adventure game has it all—Spider-Man not only looks, sounds, and plays remarkably well, but it also places you firmly in the comic-book world of its hero. Excelsior!

Marcianna,
Wal-Mart
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It's the world of Nintendo. And you can get there by heading to Wal-Mart, where all the latest Nintendo games and accessories are available at Every Day Low Prices. Hey, this is your world. Get ready to rule.
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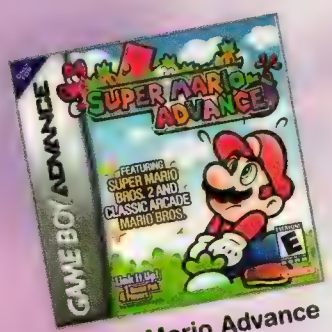

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ESRB Rating System

Entertainment Software Ratings System

- EC Early Childhood
- E Everyone
- T Teen
- M Mature
- AO Adults Only
- RP Rating Pending

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NBA Street

BY AIR HENDRIX

- Developed by NuFX/EA Canada
- Published by EA Sports Big
- Target release date: June

PlayStation 2

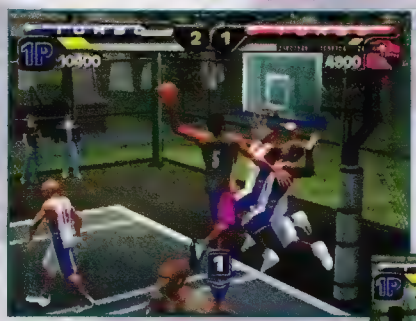
HANDS-ON

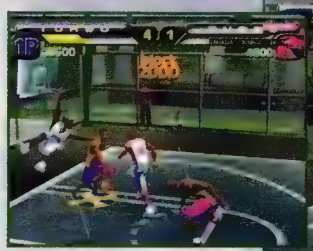
Razzle-Dazzle

Much like SSX's snowboarding success last fall, NBA Street's three-on-three over-the-top hoops should be this summer's breakout PlayStation 2 hit. Up to two players will square off in a race to bag 21 buckets, each one a single point no matter where you shoot it from. But long-range shots—along with sick dunks, fancy dekes, steals, and more—will rack up points that can earn you a Gamebreaker shot, which subtracts a point from your opponent's tally while adding one to yours.

After choosing your squad from a handful of pro players on each NBA team, you can hit the court in City Circuit mode, a fighting-game–style ladder tournament replete with bosses along the way. Or you can tackle Hold the Court mode, where you'll try to set the longest possible winning streak—this looks like a great choice for those party-game moments.

NBA Street drives to the hoop with a flashy, exciting, and deep dose of street-ball that looks primed to own the PS2 court.

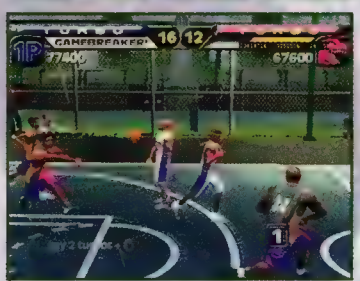




It's Got Game

The polish on the preview version was already most impressive. The gameplay was much more intelligent than what gamers are accustomed to when it comes to fantasy hoops, delivering smart CPU players and a game that required thoughtful defense. But this definitely isn't a sim—it erupted with no-holds-barred thrills ranging from pounding down a dunk to blocking a trey to setting up a sweet alley-oop. Overall, NBA Street played very well, and the graphics were already eye-catchingly attractive.

As long as development stays on track, that sound you hear is Midway whimpering. With the dazzling NBA Street, EA Sports Big is about to snatch the fantasy-hoops crown away from the creator of the long-running NBA Jam series.



MOST WANTED

#1 MOST WANTED PLAYSTATION GAME - OFFICIAL PLAYSTATION MAGAZINE'S TOP 10 CHARTS (MARCH 2001)

MAT HOFFMAN'S PRO BMX

FEATURING THE TONY HAWK'S PRO SKATER™ GAME ENGINE

The most wanted man in BMX teams up with seven of the most famous riders on the planet to bring you the most wanted PlayStation® game available. Enter Mat Hoffman's world of realistic yet ramps, street courses, dirt tracks and the infamous Hoffman Bikes' Park. You can use the custom course editor to create terrain that is as manic as Mat would want it. You can even move up the ranks in the career mode with hundreds of trick combos and signature pro moves. Finally, you can rip like the most wanted man in BMX. What more could you want?

Ride like the king of BMX – Mat Hoffman.

Pull off hundreds of trick combos in 8 levels.

Revolutionary FMX course editor.

Ride head-to-head in 2-player mode.

MAT PERFORMING HIS NEWEST SIGNATURE TRICK - "THE PEACOCK."

FEATURING BMX'S TOP PROS:

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OUTKAST
JURASSIC 5
& MORE

IN STORES MAY 2001

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NEVERSOFT

PlayStation

EVERYONE E
Animated Blood
Mild Animated Violence
ESRB

RUNECRAFT

bluetorch

GAME BOY COLOR

ACTIVISION

CART Fury

BY AIR HENDRIX

- Developed and published by Midway Home Entertainment
- Target release date: June

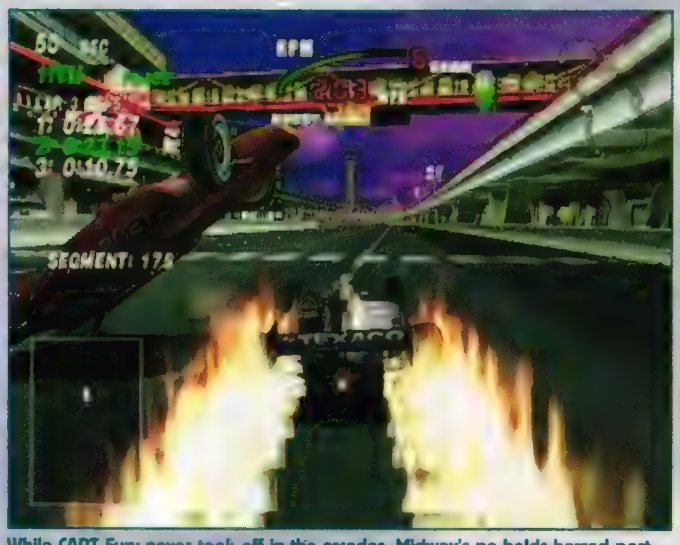
PLAYSTATION 2

HANDS-ON

Open-Wheel Mayhem

Years ago, Sega's Daytona captured a huge audience with an action-packed take on stock-car racing that made the sport exciting to players of all levels. While it's unlikely that CART Fury will achieve that same success, a nearly final preview version sizzled with the potential to deliver thrilling arcade-style Indy-car action. Calling it the NFL Blitz of the CART circuit wouldn't be too far off the mark as Fury threw caution flags to the wind in favor of trading paint, wrecking spectacularly, and burning off turbo boosts earned by good lap times.

Fury will rev its engines with 10 pro CART drivers, such as Juan Montoya and Michael Andretti, on 18 tracks. Eleven of the courses will be fantasy locales like Airport Raceway or Surfer's Paradise, while the other seven will be dumbed-down versions of CART tracks like Long Beach, which resembles the real-life course but has been smoothed out into nearly an oval. Along with single and season races, you can improve your skills in Driving 101 or tackle mini-games like Last Man Standing, Demolition, Block Your Opponent, and others.

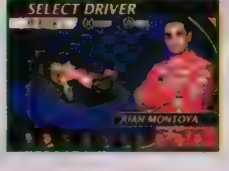


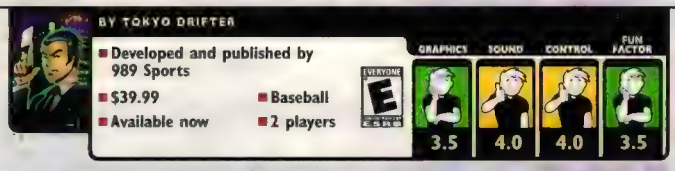
While CART Fury never took off in the arcades, Midway's no-holds-barred port of this Indy-car racer might attain the right blend of speed and mayhem to capture the hearts of console gamers.

Fury-ous Frenzy

Fury's frame rate and sensation of speed was already excellent, while the attractive graphics would hold your interest without blowing you away. The controls were a breeze to master, and the gameplay, which definitely borrows from Daytona's, was unrealistic and exciting in all the right ways.

The only big question was the game's depth. Because season mode wasn't playable, it isn't clear if Fury will deliver the long-term replayability needed to make this racer worth an in-depth play...if it doesn't, think weekend rental all the way.



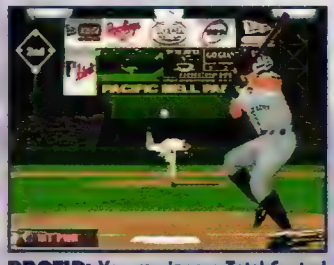


MLB 2002: Update Only

PLATFORM
PlayStation

SPORT
Baseball

BASEBALL FANS WERE split last year between EA Sports' Triple Play franchise and 989's MLB series, which both produced their finest iterations yet for the original PlayStation. Once again, they're the top two prospects, but MLB 2002 is only slightly better than its previous version.



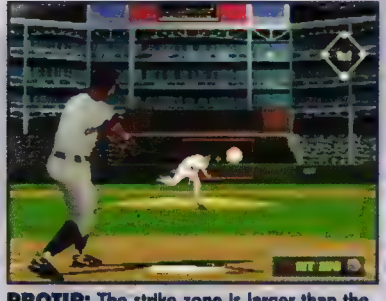
PROTIP: You can ignore Total Control and stick with the Power-Hit setting, which yields just as many chances for home runs as guessing correctly.

Same Old Faces

Being the last of the current crop of baseball games to hit the market has enabled MLB 2002 to have the most up-to-date rosters and the longest laundry list of features possible. Plus, all the modes from last year—like Franchise, Spring Training, Home Run Derby and Manager Mode—return with very few tweaks. Graphically, the game looks identical except for a few new stadium touches and slightly cleaner character models. Audiowise, 989 is constantly trying to catch up to EA's play-by-play commentary, so Hall of Fame broadcaster Vin Scully and color-man Dave Campbell are back with a ton of new facts and observations. But the chatter still doesn't blend into the gameplay as seamlessly as Triple Play's. The gameplay hasn't changed much, either, but you may be happy to know that the optional Total Control system is back; the feature is gimmicky yet adds a depth to batting. And in case you're wondering, home runs are still almost as frequent as base hits even on the toughest difficulty setting.

PROTIP: Players on the same team will run into each other, so watch out for pile-ups like this one.

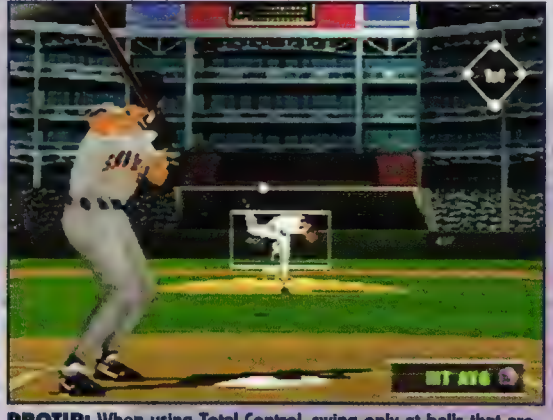
PROTIP: If the camera switches to any views like this one after a hit, it means an automatic home run. Long balls you can grab by climbing walls stay with normal views.



PROTIP: The strike zone is larger than the frame, so look out for outside pitches.

All Tied Up

The buying choice this year is a fairly easy one, as the new offerings have not changed much at all. It comes down to whether you prefer the presentation and atmosphere of Triple Play to the interface and shine of MLB. Surprisingly, 989 has strengthened MLB's baseball simulation, so gamers need to take that into consideration when deciding who to back in the PlayStation world series.



PROTIP: When using Total Control, swing only at balls that are what you predicted—unless you already have a two-strike count.

Six Heroes One Destiny

Mata Nui, once an island paradise, is now under the dark shadow of the evil Makuta.

Six mighty warriors, the Toa, have arrived on Mata Nui. Together, they must collect the Kanohi Masks of Power to defeat the Evil Makuta and free the island.

Live the Legend.

Figures Arrive in July.

This fall, look for exciting BIONICLE™ games from GAME BOY ADVANCE and LEGO Software.

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Dark Cloud

FIND OUT MORE ONLINE

BY UNCLE DUST

- Developed by Sony Computer Entertainment Japan
- Published by Sony Computer Entertainment America
- Target release date: May

PlayStation 2

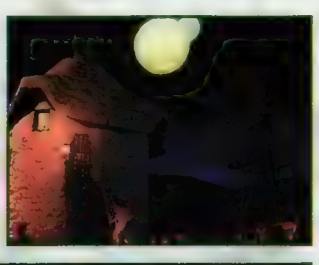
HANDS-ON

The Legend of Sim Village

Combining the dungeon exploring and character building of an RPG with the town planning of a sim game seems like an odd thing to do, but Dark Cloud proves that the two game genres can go together like peas and carrots. Sony's PlayStation 2 RPG debut will offer action/adventure real-time battles and a cartoony world similar to that of a Zelda game...along with an extra Sim City–esque play element.

After a powerful demon destroys his town, Toan, the main character, is chosen by the Fairy King to search dungeons for scattered pieces of Toan's hometown in order to rebuild it. In the preview version, despite the odd premise, Dark Cloud's integration of world-building and exploring/battle aspects was remarkably smooth. Town reconstruction in the early stages of the game should give gamers a unique diversion from the usual elements found in RPGs.

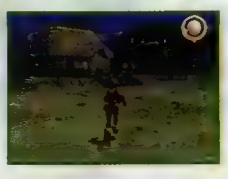
You'll help Toan locate pieces of his destroyed village so he can rebuild it in Sony's innovative new RPG, Dark Cloud for the PS2.



Zelda City 3000

Graphically, Dark Cloud featured an impressive array of fantasy characters and monsters throughout its sprawling environments, which included underground caves and the reconstructed village. There was a plethora of cool details, too, such as Toan's cloak flowing in the breeze along with impressive water and magic effects. Audiowise, the sound effects were sparse and the stirring score was accompanied by only a bit of spoken dialogue.

Complementing the game's straightforward battle system, complete with an enemy lock-on feature for easy aiming, will be weapon maintenance (they can wear out and break), keeping your character hydrated by drinking water during dungeon exploration, and more. Character customization will be less detailed and simpler than in other RPGs, but it should nevertheless provide additional variety and depth to the game. While it might be premature to call Dark Cloud a Zelda-killer, it's definitely a title RPGers should keep on their radar screens.



Final Fantasy X

BY UNCLE DUST

- Developed by SquareSoft
- Published by Square EA
- Target release date: July (Japan); To be determined (U.S.)

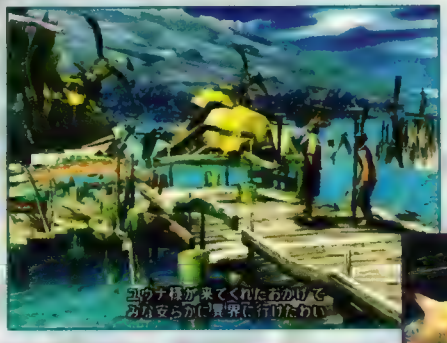
PlayStation 2

UPDATE

To the Next Level

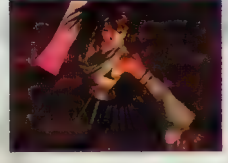
SquareSoft showed off a playable version of Final Fantasy X for the PS2 at this spring's Tokyo Game Show. Although made up of only two levels, it shed new light on what looks to be a massive evolution in both graphics and gameplay for the venerable series. Many unique elements have been added to the battle system, including the ability to swap characters during a fight and a display that shows the order in which your opponents are attacking, which should help you strategize. Summoned creatures from past games will return (like Ifrit), and FFX will have new ones as well, including Yuna's bird-like summon, Valfarre. Unlike those in previous FF titles, summoned creatures will remain in battle until recalled and players will be able to give them battle commands. There will also be new, more dynamic camera angles to heighten the energy of the combat—but that will be the least of the visual improvements.

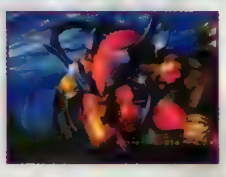
Final Fantasy fanatics anxiously awaiting new levels of visual splendor on the PS2 with Final Fantasy X will not be disappointed with these latest screen shots.



Glorious Graphics

Final Fantasy X should showcase some of the best graphics ever seen in a console video game—and not just in its prerendered cinemas. The new 3D world map will be expansive and incredibly detailed, with radar that guides you to save points and objectives. In-game character models will have lip sync and terrific individualization, so more story elements will be told through in-game cinemas. Don't worry though: FFX will still have plenty of prerendered CG cinemas, and, judging from the looks of the screens, they will be even more impressive than usual. Finally, the world of FFX will be more Asian-influenced in style and architecture, and will be populated with many new characters (like the warrior Kimali, as shown in various screens) and tons of new enemies. Next month's *GamePro* will have FFX news from E³.





Final Fantasy Chronicles

BY MAGE-OR MIKE

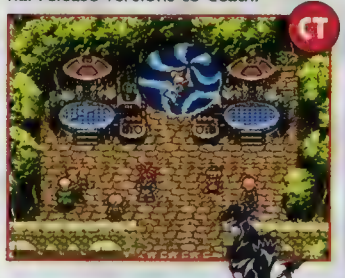
- Developed by SquareSoft
- Published by Square EA
- Target release date: Summer 2001

PLAYSTATION

FIRST LOOK

One-Half FF, One-Half CT

When Final Fantasy Anthology was released in the U.S., it was shy one game compared to the Japanese version, Final Fantasy IV. Now, due to demand from American FF fans, Final Fantasy IV is being released for the PlayStation along with a second game, Chrono Trigger, and packaged as Final Fantasy Chronicles. In order to take full advantage of the CD-based PlayStation, both titles will have brand-new CG cinemas and other changes from their source material to create a new gaming experience—even if you've played the original release versions to death.



FINAL FANTASY IV

Originally released in the U.S. as Final Fantasy II for the Super NES, Final Fantasy IV introduced several innovative elements to the FF series. First and foremost was the Active Time Battle system, with attacks that constantly charge during combat—thus making fights more exciting than the standard turn-based fare—and the option for up to two players to team up for battle. Even though the game's visual and audio will remain true to the 16-bit original and may appear and sound dated on the 32-bit platform, Square is revising a few key elements—like the entire story! The FF Chronicles' version of FFIV will contain the restored original narrative from the Japanese version (the initial U.S. release version omitted several key plot events), complete with a new translation and improved localization. Kudos to Square: The fans spoke, and the company listened.

Square is bringing two classic RPGs out of retirement and to the PlayStation with Final Fantasy Chronicles, a compilation of two titles: Final Fantasy IV and Chrono Trigger (shown above).

CHRONO TRIGGER

Prequel to the immensely popular Chrono Cross for the PlayStation, Chrono Trigger will feature nonlinear gameplay through several time periods. The story focuses on Crono, an ordinary person who suddenly finds himself spearheading a search for a princess who disappeared into a time portal. Unlike other RPGs, Trigger's alternative endings promise high replay value. Plus, cool wrinkles to the game's combat system, such as teaming up with other party members in order to cast double and triple spells, will make it an even match for the highly regarded FFIV. With these two powerhouse titles, FF Chronicles should be an essential addition to any retro RPG collection.

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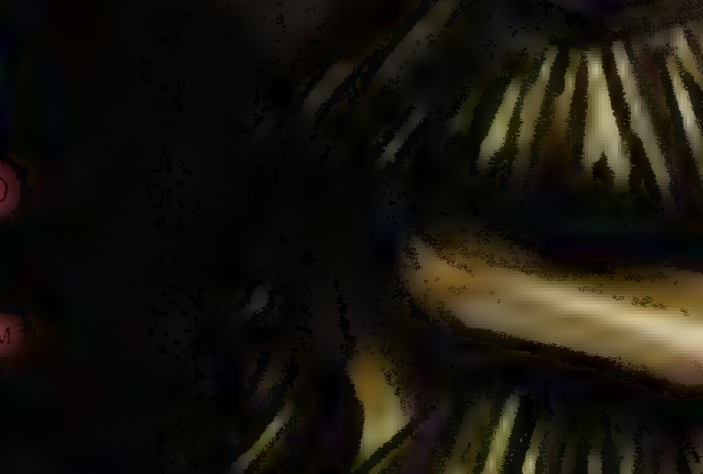
Castlevania®

Circle of the Moon™

all new for the Game Boy® Advance

Use over 80 spell effects

Destroy Dracula's minions



Choose from 5 sub-weapons

GAME BOY ADVANCE

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ZONE OF THE ENDERS

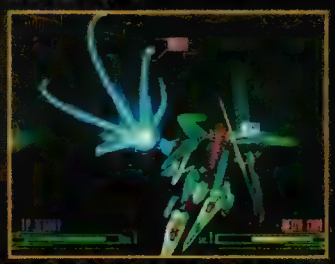
Zone of the Enders can be seriously confusing if you don't know where to go. In this guide, we give you a roadmap that shows how to complete the game, along with strategies on how to defeat the bosses... but that's not all. We also provide tips on how to score the top rankings for the demo of Metal Gear Solid 2: Sons of Liberty on the second disc. *By Major Mike*

METAL GEAR SOLID 2
SONS OF LIBERTY
TRIAL EDITION

Jehuty Basics

Dash Attack

The Dash Attack is one of the most potent basic attacks you can execute. Not only does a Dash Attack tend to hone in on an enemy, but it also makes you harder to hit since such an attack can be launched only while you're moving. Mastering this technique is a must because it's used repeatedly to defeat bosses. Press and hold in any direction on the Left Analog, hold R2, and then tap □.



The Dash Attack is one of the most effective basic attacks in the game.

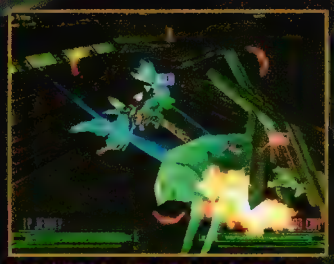
S.O.S.!

During the game, you have several opportunities to defend civilians from harm and protect structures from damage. You don't have to perform these missions of mercy in order to finish the game, but they can affect your end game ranking. You don't have to visit distressed areas when they first appear, but the longer you stay away, the more the civilian casualties pile up.

Look for the S.O.S.! burst in this Pro-Strategy Guide—it indicates areas where civilians are under attack.

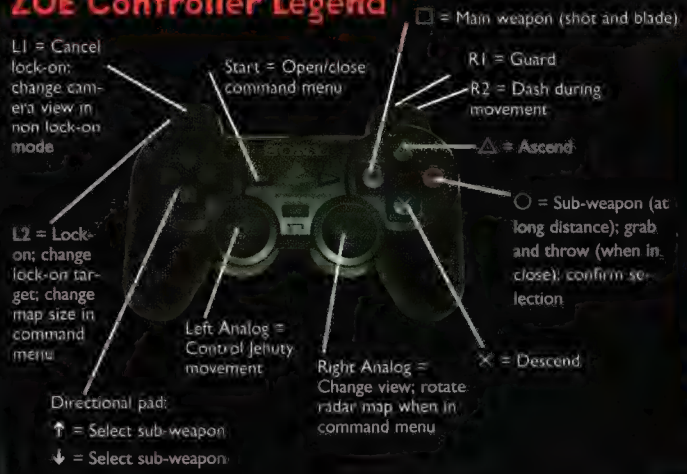
Combat Tactics

It's just as important to know which weapons to use during battle as it is to know what to use them on first. Of all the regular enemies that you face off against in the game, always try to take out Mummy Heads first. Although these Orbital Frames are slow, they pack a giant punch when they get their twin lasers charged up and firing. When you encounter a Mummy Head, try to get as close to it as possible, and then hammer away with Blade Attacks. If you're approaching a Mummy Head from a distance, keep firing as you get close; your incoming fire will interrupt any weapon-charging your adversary may attempt.



At a distance, use your weapons to keep Mummy Heads from charging their weapons, and then mercilessly hammer them when you get in close.

ZOE Controller Legend



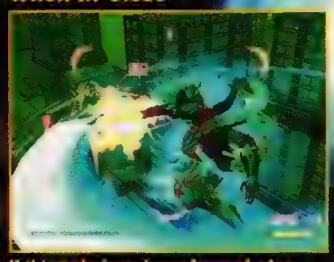
Burst Attack

A Burst Attack is performed while the Jehuty is at a standstill. Although this attack takes time to charge, the effects can be devastating if it connects. You have two types of Burst Attacks that are performed the same way; the only difference between the two is the proximity at which they're unleashed at your enemy. While standing still, press and hold R2, and then tap □.

When Far Away

If this attack is executed when your enemy is far away, you'll throw a giant energy ball at them.

When in Close

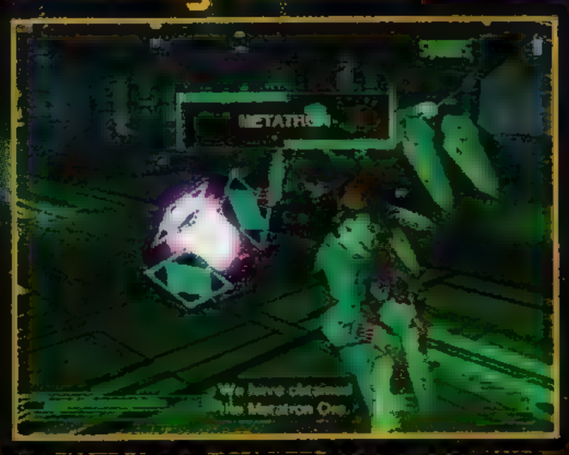


If this technique is performed when you are close to your enemy, you'll perform a deadly circle-slash attack.

it Begins...

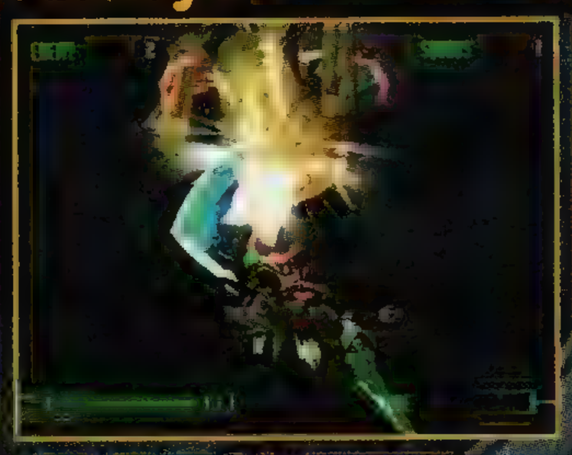
Note: This ProStrategy Guide follows the game as played on the Normal skill setting.

Training Session



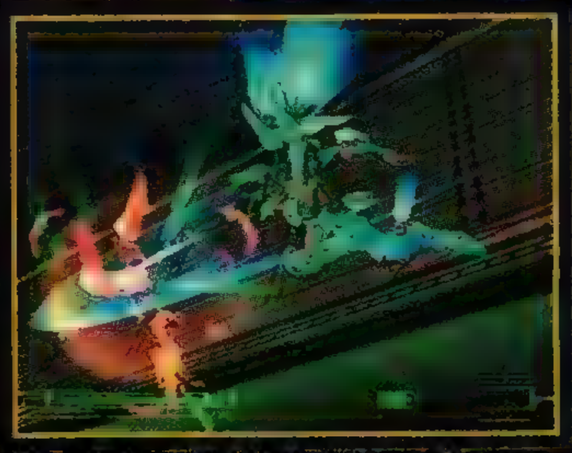
Dispose of the enemy Orbital Frame, and then brush up on any needed training. Before you leave the area, be sure to use the Metatron Ore to repair any damage to your Jehuty.

Factory.1



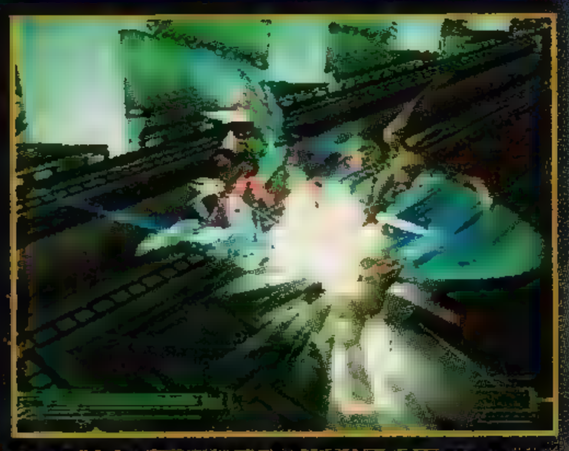
Your first boss challenge occurs after the first two waves of attacking Orbital Frames.

Boss: Viola



Your fight with Viola is a good warm-up for the real battle against her that occurs later in the game. To drive Viola away, get close to her and repeatedly slash at her with blade attacks.

Obtain the scouting mode module—`monitor.fcmd`—which opens the command menu and enables you to execute additional Jehuty functions.



Defeat the passcode-carrying Orbital Frame, and you get `pass_global`. Use the item to get the flying mode module, `global.fcmd`, which enables you to access the Area Change option at the command menu.

Select Area Change from the command menu and leave Factory.1.

Town.1

When you land, get ready for your first boss battle against Tempest.

Boss: Tempest

Similar to most bosses in Zone of the Enders, Tempest attacks in two pattern-oriented stages. First, he remains stationary and uses flamethrowers—an attack that's easy to avoid if you stay far enough away from him. Simply lock on to Tempest's domed head and circle it while hammering away with Dash Attacks. However, be careful of the edge of the battlefield; if you reach it, simply change direction.

Here's your first chance to play MGS2—even if it's just a demo. We walk you through the game and help you get high-ranking Internet scores. *By Tokyo Drifter*

Note: You can access the controller legend for MGS2 by pressing Start at any time during the game.

The Demo

You can play the MGS2 demo straightforward or spend days messing with all its cool little details. If you're feeling competitive, you can also compete in...

Internet Rankings

Konami has added an Internet Ranking system to the MGS2 demo, which gives you a passcode and ranking at the conclusion of each playthrough. Simply finish the demo, and the "clear code" for your game is presented. Make a note of the code, go to **www.kcej.com,** and look for the MGS2 Internet Ranking banner. The text link below the banner takes you to the English page.

The following starter guide should help you shave seconds from your playtime and give you an idea of the many ways you can obtain a higher score. As always, more methods for better records should reveal themselves as time passes.

How To Score

The passcode and score you receive are based on several variables:

Total Playtime

Total playtime is the most important factor to garner a high score. The faster you finish the demo, the better your score. If you obtain the same time as someone else, other variables come into play.

Radar Type

Don't even think about playing the game with the radar on unless you want to rank a low score.

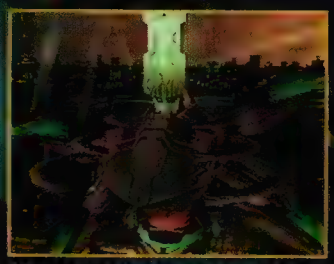
Bullets Fired

It's possible to finish the game with firing only three shots, but you trade valuable seconds. Four rounds seems to be what the top players fire.

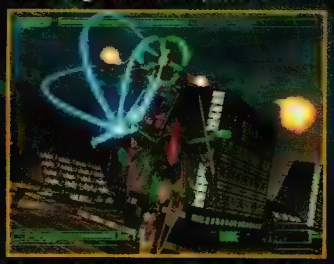
Alert Mode

Obviously, being spotted by enemy soldiers is not a good idea. In Very Hard mode, your game is instantly over if this happens. However, if you're detected, just reset the game

continued ▶

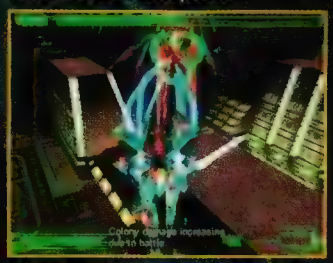


After hitting the dome enough times, Tempest gets pissed off, makes threats, and changes his attack pattern.

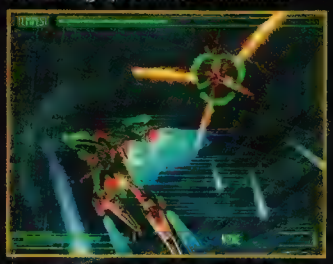


Tempest adds more attacks to his repertoire—the deadliest of which is homing fireballs that can be avoided only by rapidly tapping Dash after they're launched.

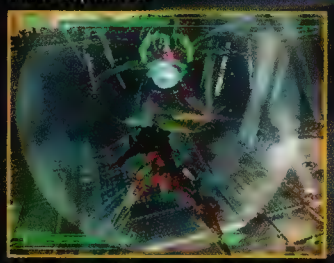
During this phase, keep an eye on Tempest's head. When a small platform on Tempest's head is raised, unload a few Dash Attacks because that's his vulnerable point.



After throwing a series of fireballs, Tempest covers his vulnerable noggin and your targeting switches to his command module (which is located in an awkward area). Don't focus too many Dash Attacks on this area as the damage you inflict is minimal.



Tempest's next ploy is to leap high in the air, and, at the peak of his ascent, launch a shower of aerial mines toward you. Again, rapidly tap Dash to avoid these explosives.



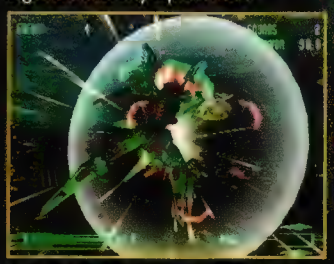
One caveat: It's tempting to execute a Burst Attack while Tempest's head is vulnerable. While such an attack usually hits the mark, you're guaranteed to take more damage from Tempest's retaliatory fireballs.

After the fight, use the Metatron Ore to recharge your energy and take out all enemy Orbital Frames patrolling the area. You should net the `pass_javelin`, which enables you to activate the `javelin.drvr` and obtain a new sub-weapon, the Javelin.

Access the command menu select Area Change, and then head to Town.2, which is under attack.

Town.2

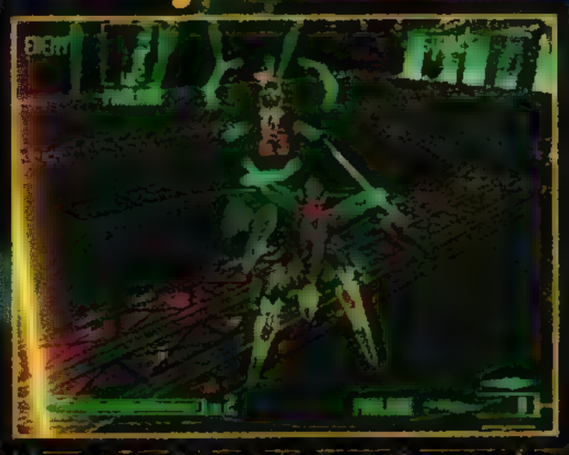
When you land, look for the enemy Orbital Frames that are firing on civilian buildings and approach them. When you are spotted, fly high and try to lure them away from any buildings and into any open fields.



During the battle, you can obtain Javelin ammo and `pass_phalanx` from destroyed enemy Orbital Frames. The latter item can be used to access the `phalanx.drvr` and a new weapon, the Phalanx.

Leave the area and head to Factory.1.

Factory.1



Your first objective is to take out the enemy Orbital Frame that's carrying the `pass antilia` passcode. You can also obtain Phalanx ammo here.

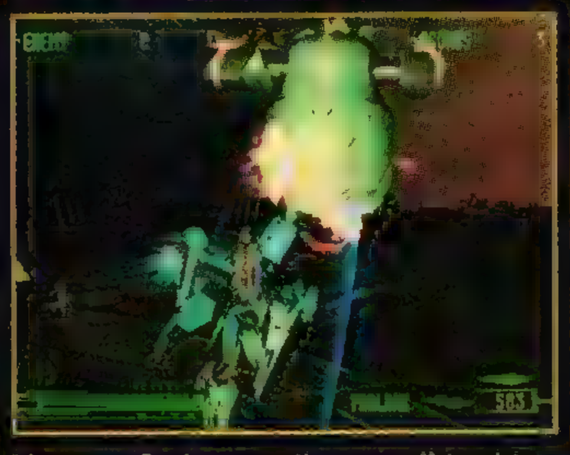
After clearing out all enemy Orbital Frames, go to the terminal and get the `antilia.info`. Leave the area and head toward Town.1.

Town.1

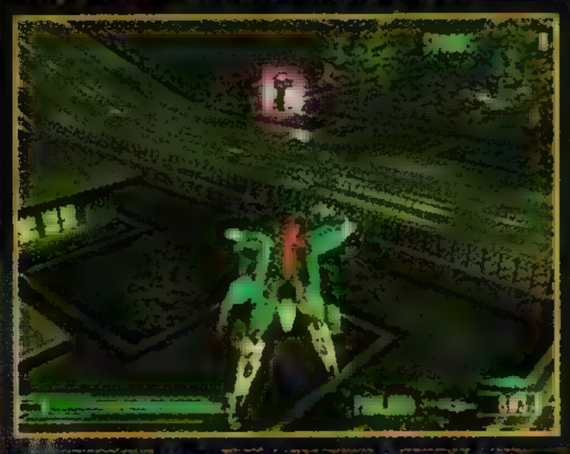
You have only one building to defend—the church that's located near the Metatron Ore. Try to lure your enemies into the drainage ditch so you inflict as little damage as possible on any of the surroundings.

Leave the area and head off to Town.2.

Town.2



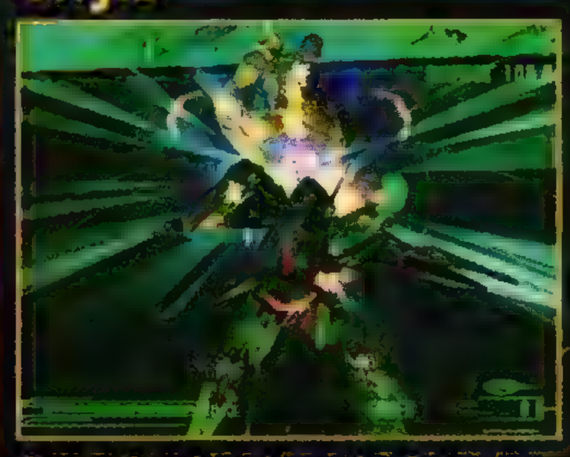
You can find a new "menace" in this area—Porters. Before you take out these floating objects, destroy all enemy Orbital Frames in the area.



Destroy all Portals to release the Vector Trap. Take a look at the area map and find the floating orange cube. Go to the cube and take a new weapon, the Sniper.

Before you leave, make a note of the damaged Raptor on the ground near the floating orange cube. Exit the area.

City.1



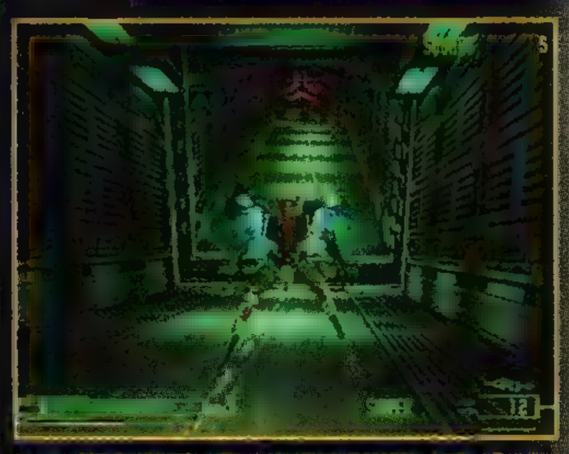
Go to City.1 and use the Sniper to destroy the white lights at the center of the rotating tower.

Before you leave the area, take out the nearby Orbital Frames—especially the one with the `pass geyser`.

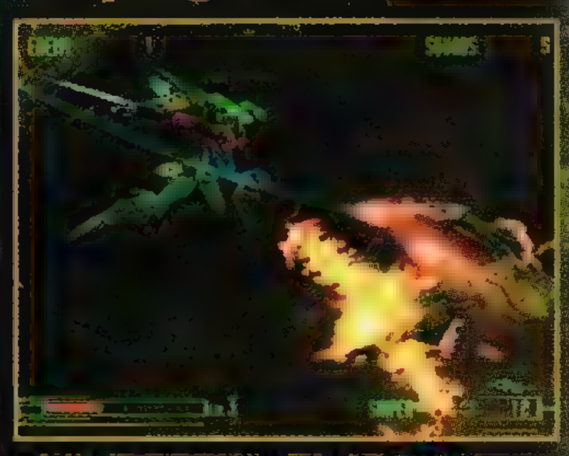
passcode. Once that's obtained, go to the nearby terminal and obtain the `geyser.drvr`. Leave the area and head off to EPS.2.

EPS.2

When you land, access the built-in map—your destination is the underground tunnel that's marked by white arrows.



Unfortunately, the passage leads to a dead end, thanks to a force field. Leave the tunnel and destroy the trio of Orbital Frames carrying the passcode, `pass_control1`.



Exit the area and head to EPS.1.

EPS.1

EPS.1 is similar to EPS.2. Access your map and look for the white arrows that show the location of the underground tunnel. However, before you enter the tunnel, destroy the Porters and all enemy Orbital Frames. You should collect the Sniper ammunition, `pass_halberd`, and `halberd.drvr`.

(continued from previous page)

and begin a new one. Remember, a red exclamation point over an enemy's head means you've been detected, while a green one means enemy guards think there's something fishy going on. The green one does not count against your score.

Damage Rate, Enemies Killed, and Continues

For the best score, it's preferable, though not entirely necessary, to avoid the three things mentioned above. Stealth is the name of the game in this demo.

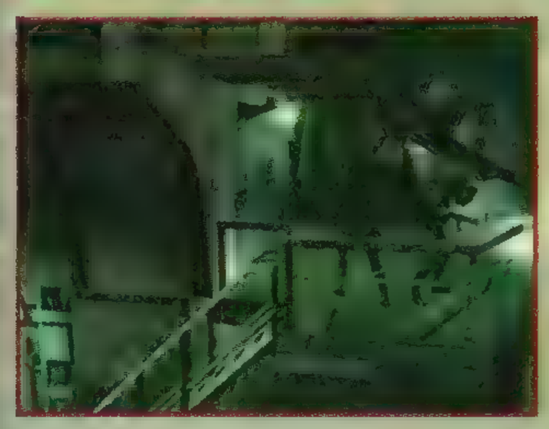
Ranking Categories

Rankings are divided into eight categories, covering all regions of the world and including an all-encompassing global ranking. Within these rankings are age and gender subcategories, which are meant to give everyone a fair shake.

Different Modes, Different Strategies

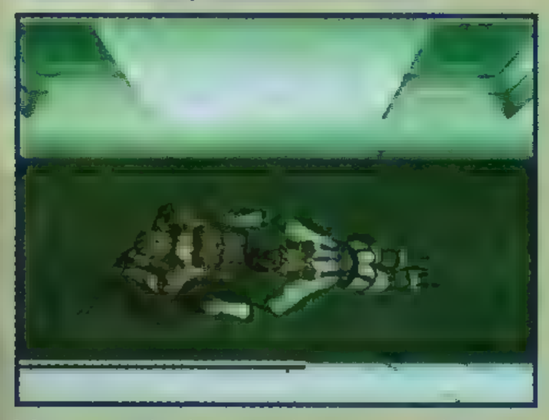
The most popular modes for competition are Very Easy, Normal, and Very Hard. Very Easy and Normal modes share several characteristics, so they're covered in the same area with slight differences explained.

Very Easy and Normal Modes



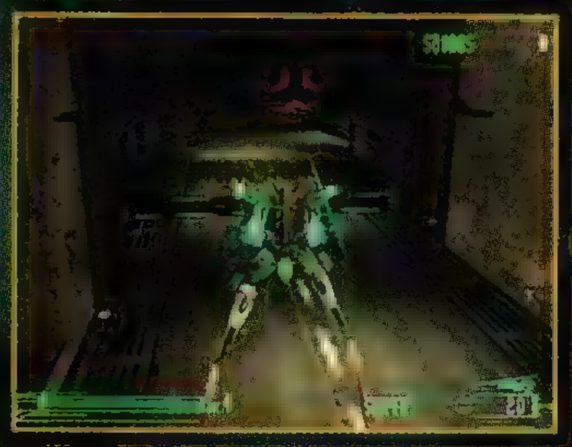
From the starting point, move to the right-hand side of the ship toward the second set of stairs. In Very Easy and Normal modes, you can take this shortcut to the Bridge—unlike in Very Hard mode where you must go the long way. You can then either knock down the guard after you go up the staircase, or wait a second and simply run to the door while his back is turned.

Deck B, Crew's Quarters, Starboard



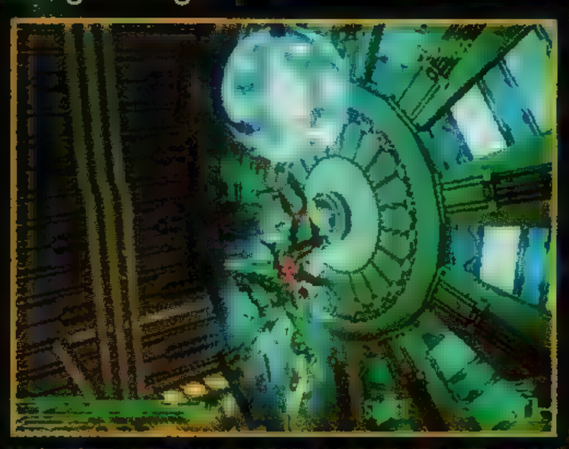
You can deal with the soldier here in one of three ways.

continued ▶

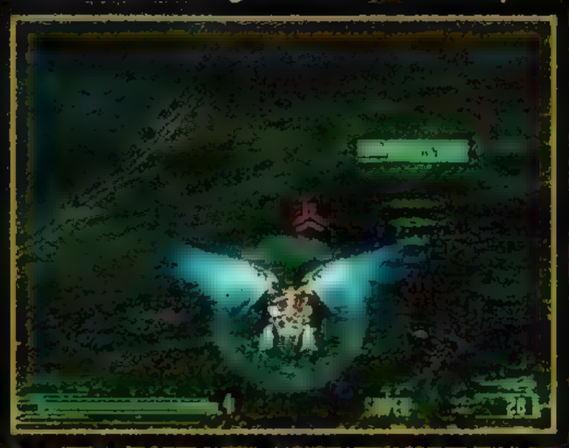


Head for the tunnel.

Once inside the tunnel, be prepared for a fight at the first open area, which is also an intersection. After the battle, go straight.

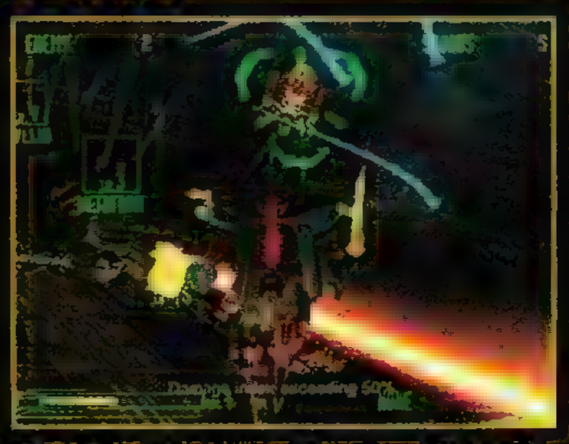


Be prepared for another sneak attack at the second open area, and a third attack at the third open area. Continue straight until you reach the large room with the generator—destroy it.

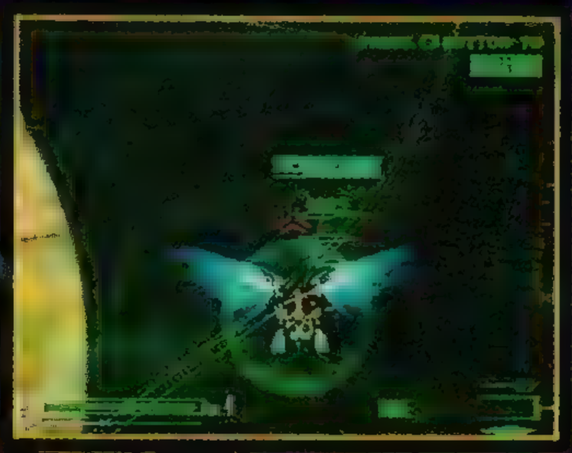


After destroying the generator, exit the tunnel and leave the area. Your destination is now Town.1.

Town.1

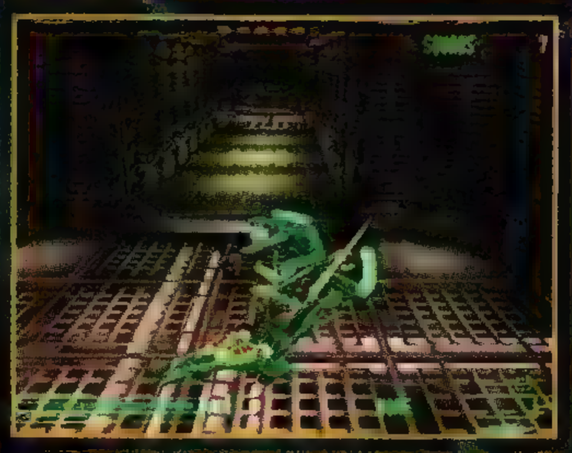


Go after the trio of enemy Orbital Frames that are in possession of the passcode, `pass control2`. If you're low on ammunition for your sub-weapons, you may want to take out the remaining enemy Orbital Frames in order to replenish your supplies.



Return to EPS.1.

EPS.1



Return to the tunnel, and, once inside, turn right at the first open area. At the end of the tunnel, take the `rap ctrl.fcmd` from the terminal.

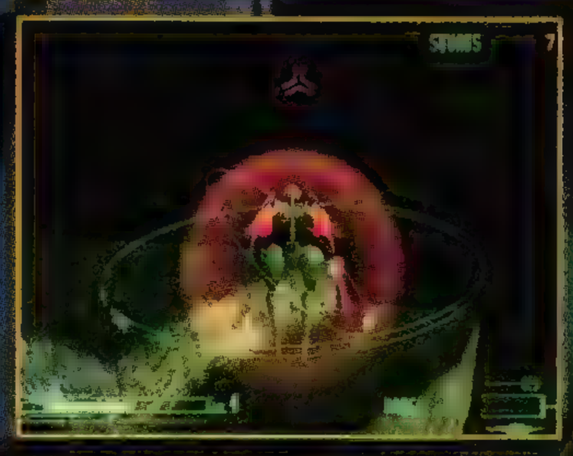
As you exit the tunnel, beware of ambushes in the open areas. Your destination is now Town.2.

Town.2

Remember the damaged Raptor unit that you saw earlier? Time to bring it to life. Destroy all enemy Orbital Frames in the area, and then look for the floating orange cube near a small hill. The cube has Sniper ammo, and the disabled Raptor is near it.

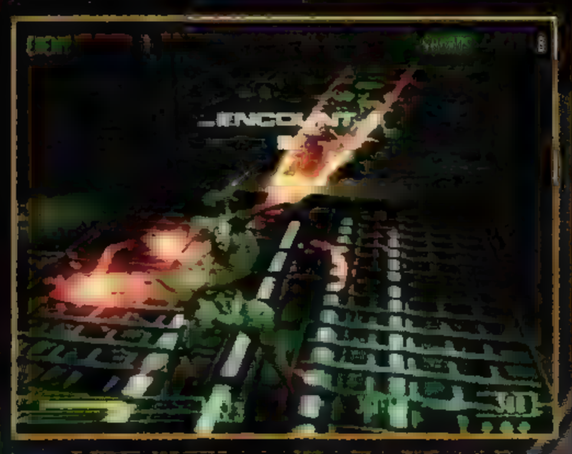
Take the Sniper ammo, and then stand in front of the Raptor until an automatic sequence kicks in where you assume control of it. You are then automatically taken to EPS.2.

EPS.2



When you arrive at EPS.2, try to avoid combat with any enemy Orbital Frame units because the Raptor you're piloting doesn't fare well at combat.

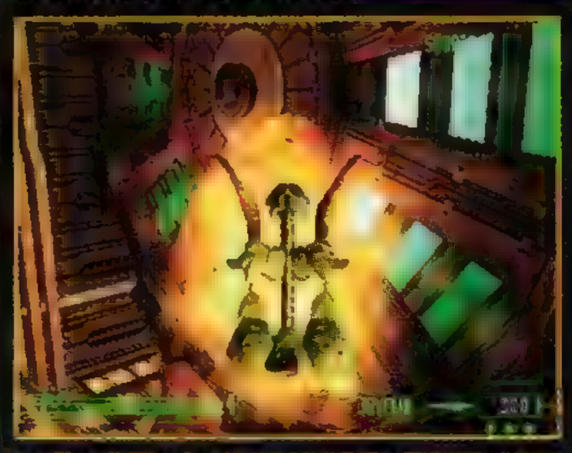
Head to the tunnel. The force field should now be gone, so proceed down the passageway and be prepared for an ambush at the first open area. Be prepared for a second ambush at the second open area, and a third one at the third open area. Follow the passage until you reach the dead end.



When you reach the dead end, backtrack to the first open area with an intersection and turn left. Beware of an ambush at the first open area you come to after the intersection.

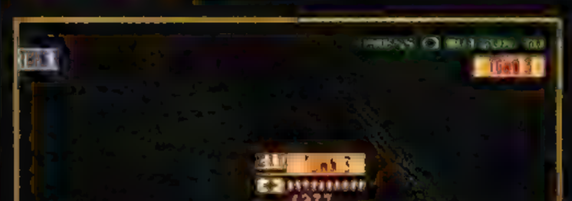
When you reach the end of the tunnel, take the `detector.fcmd`—now you can see any cloaked Porters.

Return to the dead end you found at the end of the first branch in the tunnel and destroy any Porters along the way. When you reach the dead end, look for the crack on the wall and keep throwing Javelins at the crack until the wall crumbles.



Go through the opening that you've just created and destroy the generator. After the explosion, you're automatically taken back to Town.2 and placed in command of Jehuty.

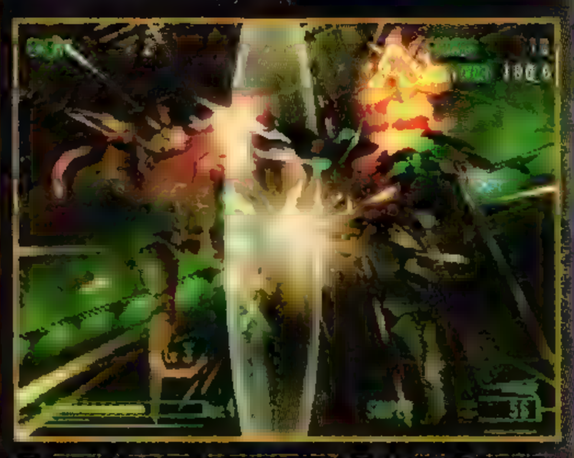
Town.2



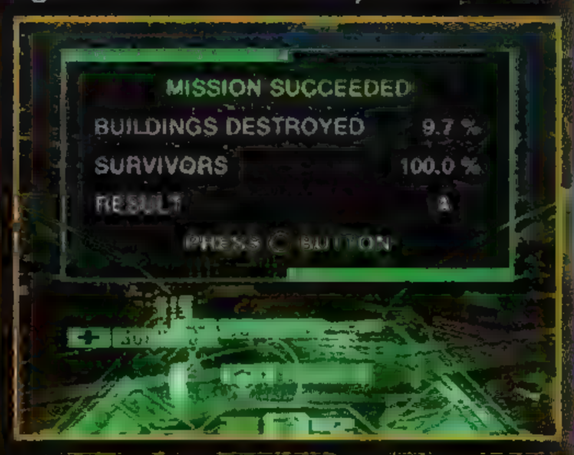
Leave Town.2 and head toward Town.3, where civilians are under attack.

Town.3

Town.3 is tough to defend. When you land, take a look around and use the Sniper weapon to fire at any moving enemy Orbital Frames. Once you have their attention, lure them to the drainage ditch that divides the town and take them out.

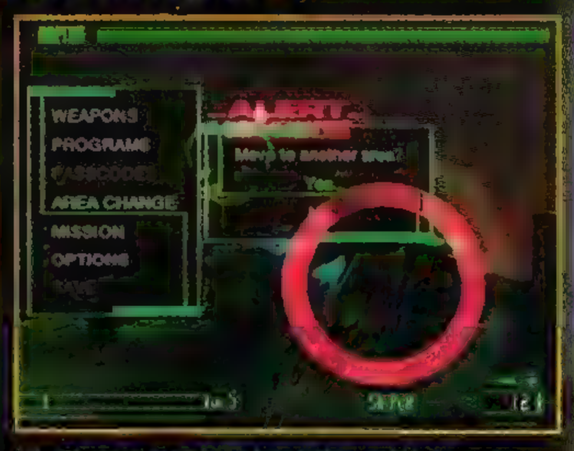


Once the roving enemy Orbital Frames have been dispatched, squeeze off some Sniper shots at the stationary enemy Orbital Frames and dispose of them over the drainage ditch. You fight a total of 10 enemy units.



When all of the enemy Orbital Frames have been defeated, leave the area and head to Mountain.1.

Mountain.1



Unfortunately, there's nothing you can do in this area other than lament Jehuty's infection with a deadly computer virus. Exit Mountain.1 and head to City.2, which is under attack by enemy Orbital Frames.

(continued from previous page)

1. Do a rolling attack, then quickly leave.
2. Wait until the soldier starts to move away from you, then tail him. Be careful that he doesn't see you and stay toward the windows. He makes his turn facing the other wall, so you should be able to slip by undetected.
3. Confront him with your gun. After he surrenders, stun him with a dart in the head.

The rolling attack is your best bet as it's the quickest.

Deck C, Crew's Quarters, Port

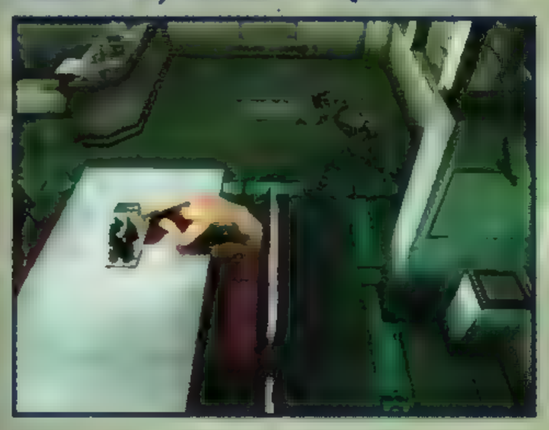
The only obstacle here is the security camera. Hug the wall to get past it.

Very Easy Mode: The camera range is fairly small, so you need only to hug the wall for a very short period. Practice with the radar on so you can see exactly where you can start running again.

Normal Mode: The camera range is a bit fatter, so you need to hug the wall a little longer. Again, the best bet is to make a visual note of the camera's range in your head.

You can opt to fire at the camera, but it isn't worth wasting a shot and it takes just as long—if not longer—to get past it.

Deck D, Crew's Quarters



Very Easy Mode: Simply run through the mess hall and up the stairs. If you stay close to the tables, the camera won't detect you.

Normal Mode: A soldier complicates matters, so either you have to stun him with a rolling attack, shoot him, or sneak past him. Once again, the best option is to bowl him over and then quickly leave.

Deck E, The Bridge

Watch the cinemas, then head outside. You can pick up any items, but you'll waste time and you won't need them to defeat Olga.

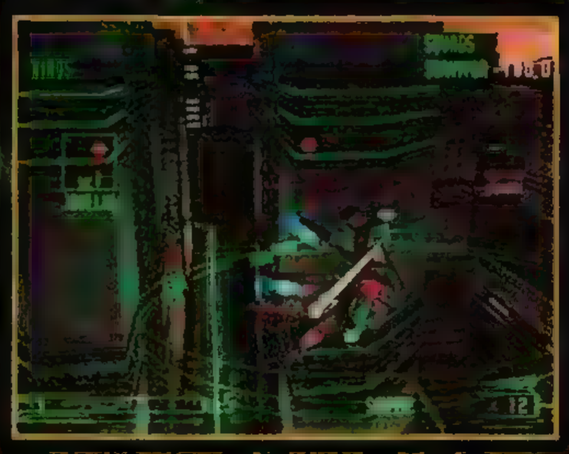
Boss Fight

After you've mastered zipping through the ship, the main time variable how quickly you defeat Olga. The key is to take Olga down with head shots or shots delivered to her upper torso. There are several ways and various positions from which to do so.

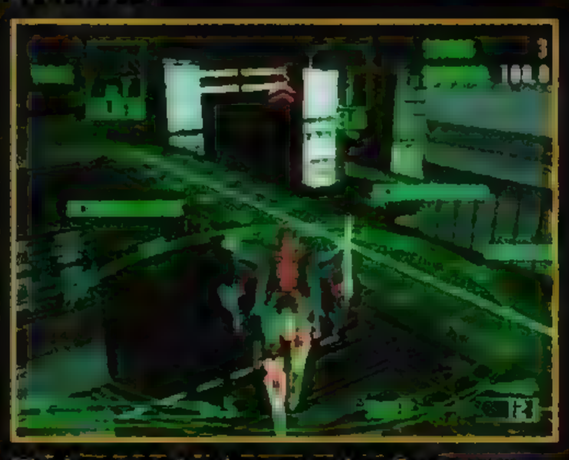
continued ▶

City.2

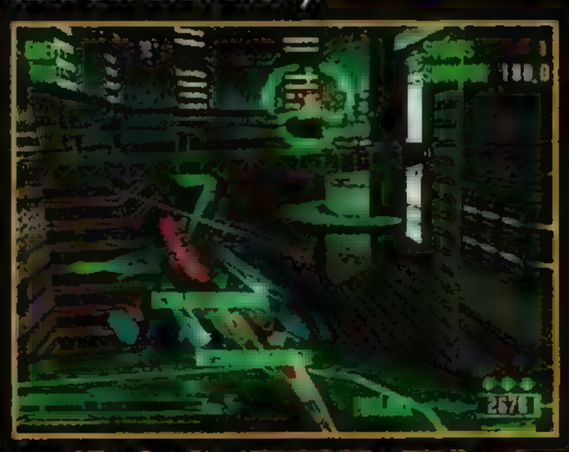
This mission of mercy would be a piece of cake if not for two small problems: One, all civilians are in helicopters that are easy to accidentally collide with if you aren't careful. Two, the virus that's affecting your Jehuty has depleted the defenses to the point where you can be destroyed with one hit.



However, you do have a few factors that are in your favor: You have only three enemy squads to deal with, and...you have only three squads to deal with. First off, don't use the Metatron Ore that's directly in front of you when you initially land because it has no effect.



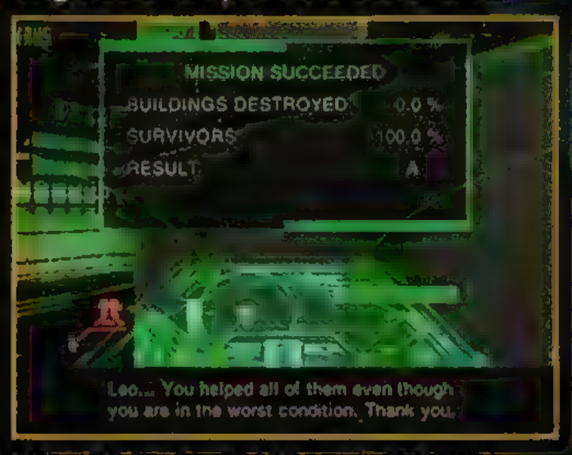
Fly low and take out the first two Raptor squads first. Check your radar for any nearby civilians, and then try to lure each enemy Orbital Frame to your location with the Sniper. Use the buildings as cover and use in close blade attacks to take out each enemy.



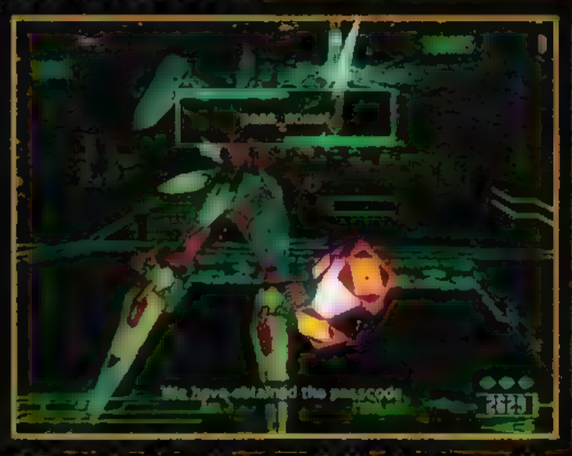
After the first two squads are dispatched, destroy the last squad that consists of two Mummy Heads. These are harder to defeat without taking a hit. Again, check for civilians on your radar, and then use the Sniper to lure them to your position.

Here's where you can use the tall buildings to your advantage. When one of the Mummy Heads gets close, duck behind a building to separate the two of you, but keep locked onto your target.

Select the Halberd as your sub-weapon and activate it. The blade should go through the building and destroy the targeted enemy on the other side.



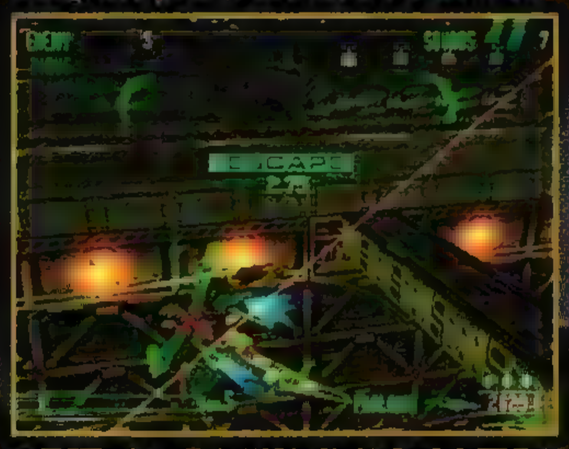
It's a cheap tactic, but an effective one nonetheless.



After the battle, carefully destroy all Porters and take the `pass_comet` passcode. Then take the `comet.drvr` program from the terminal. Exit the area.

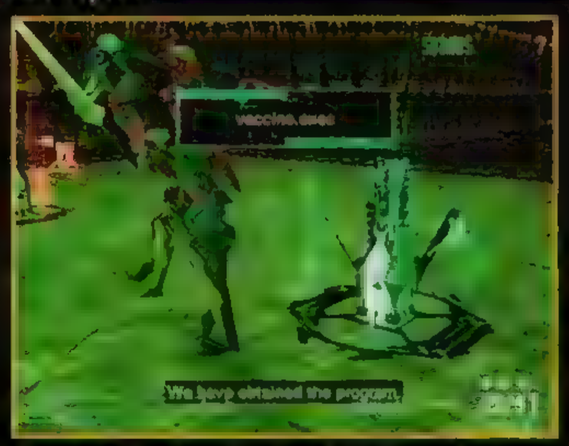
Factory.2

The information that ADA relayed to you earlier in the game regarding Factory.2 seemed a little extraneous didn't it? Time to cure Jehuty of the horrible computer virus. Upon entering the area, check your map and look for the three white arrows that designate your destination, a tunnel.



Be careful as you approach the tunnel because you're still a one-hit wonder.

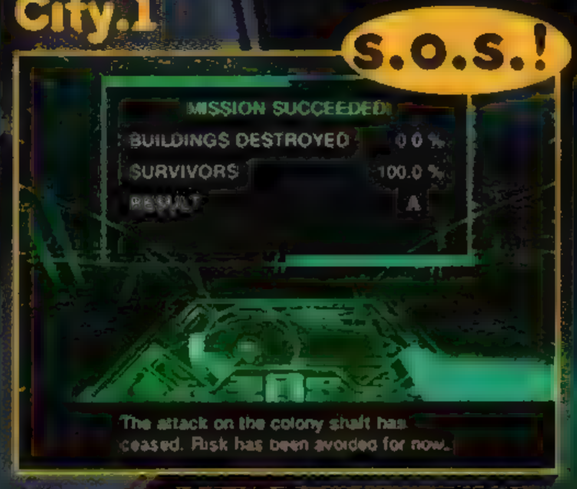
Once inside the tunnel, go straight until you reach the two terminals. Don't lower your guard, though, because there's a Raptor waiting to ambush you.



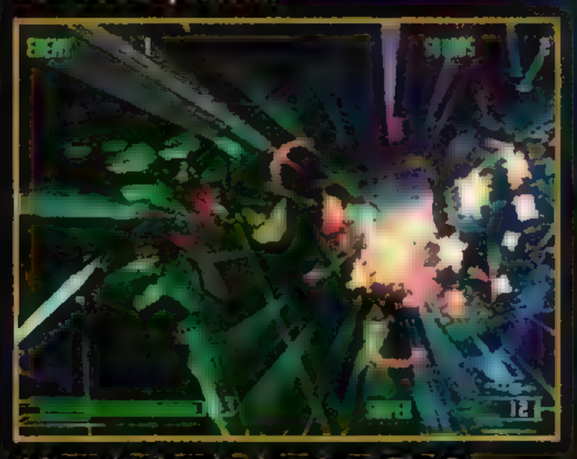
Once the Raptor is destroyed, you are given the `pass_vaccine`. Use the nearby terminal and obtain the `vaccine.exe`, which brings the Jehuty's operating systems back to normal and replenishes its energy reserves.

There's nothing more you can do here, so exit the area and head for City.1, which is under attack.

City.1

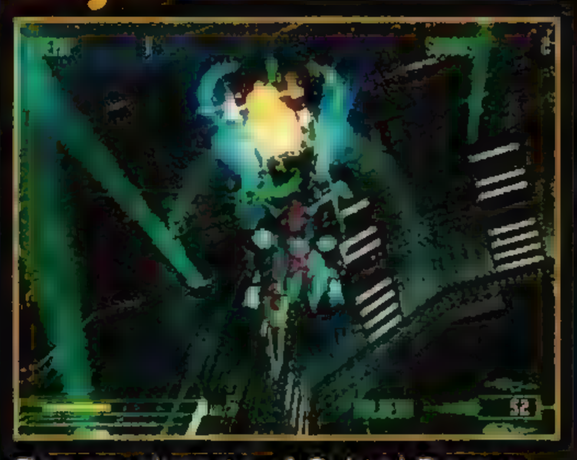


City.1 is the easiest rescue mission in the game. Simply lure the enemy Orbital Frames away from the tower and destroy them.



After the battle, head to City.2.

City.2

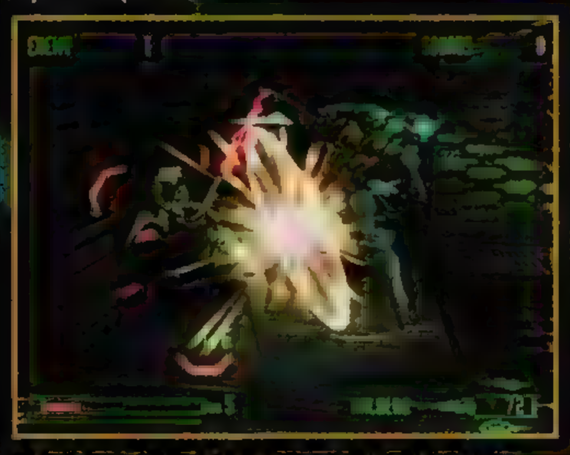


Destroy the trio of Orbital Frames carrying the passcode and take `pass_decoy1`. Your destination is now EPS.2.

EPS.2

When you arrive, head to the tunnel as indicated by the white arrows on your map. Once inside the tunnel, go

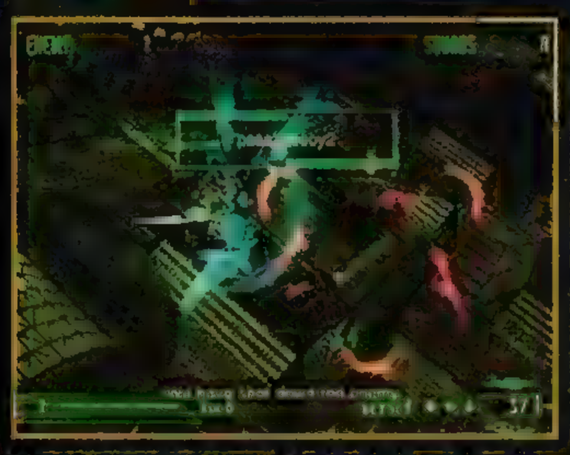
straight at the first open area—which is also an intersection—and stay straight until you're attacked by a Raptor.



Destroy the Raptor and take the `detector.fcmd`. Leave the tunnel and destroy the row of vertical Porters just outside the tunnel entrance.

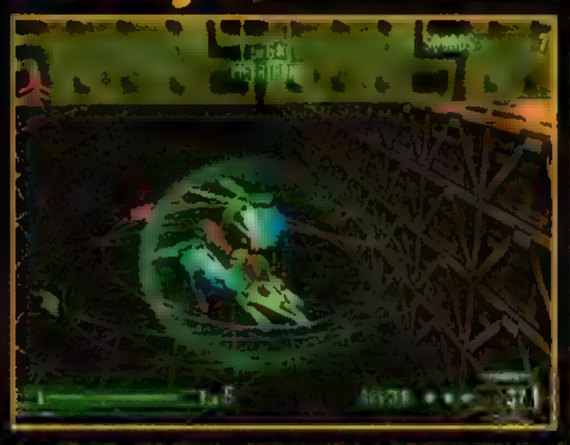
Take the `pass_gauntlet` from the floating orange cube that appears after you destroy the Porters. Before you leave the area, take the `gauntlet.drvr` from the terminal and then head to Town.3.

Town.3



Your enemies are cloaked, but they're easy to spot if you use lock-on targeting. When you destroy the enemy squad carrying the passcode, you get `pass_decoy2`. Head to Factory.2.

Factory.2



When you arrive, access the map and look for the white arrows that lead to the tunnel. Enter the tunnel and follow it until you reach the end.

Defeat the Raptor and take the `decoy.drvr`. Before you leave the area, take out all the Porters and a floating orange cube appears. Take the Decoy ammunition from the cube. You're now ready to take on the boss in Park.1, which is your next destination.

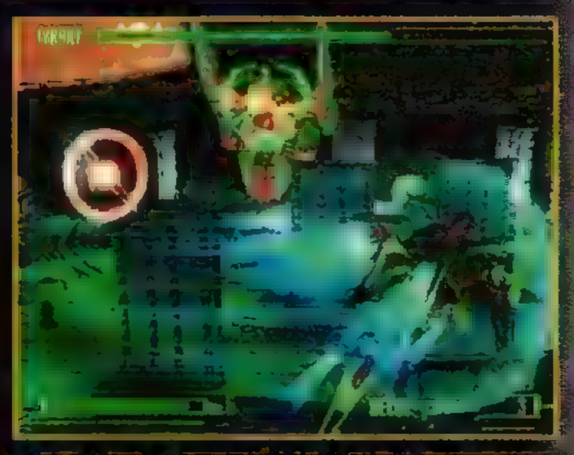
Park.1

During your trip to Park.1, switch your sub-weapon to Decoy.

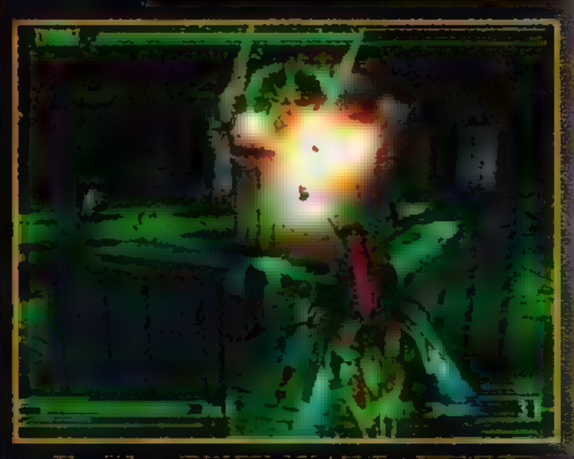
Boss: Tyrant

Tyrant attacks in two stages, and the first form is easier than the second one. During the initial stages of the battle, circle Tyrant and fire Dash Attacks at every opportunity.

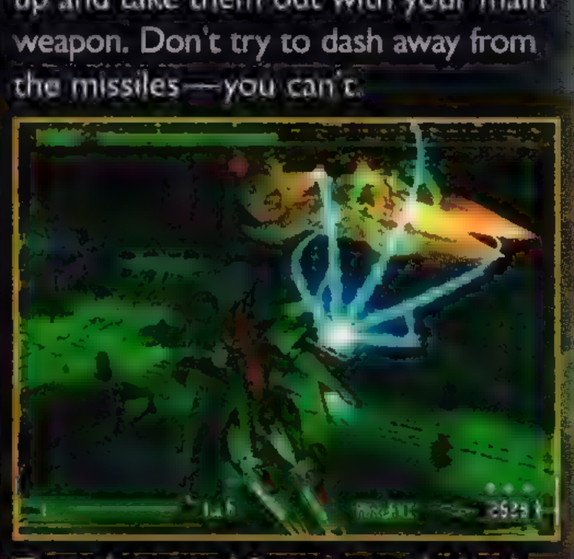
Tyrant launches several lasers that are easy to avoid, but the deadliest attack is his lock-on. Whenever a red circle appears around Jehuty, launch a Decoy and then rapidly tap Dash to put as much distance between you and the Decoy as possible. If executed correctly, the lock-on will switch to the Decoy instead of Jehuty.



Another Tyrant attack to be aware of is small golden orbs that slowly approach after they're launched. If one touches Jehuty, it will hold you in place for a brief period of time. Use the Dash to outrun this countermeasure.



The last Tyrant attack to be aware of is guided missiles. When you see Tyrant launch these projectiles, back up and take them out with your main weapon. Don't try to dash away from the missiles—you can't.



Tyrant's second form is much deadlier than his first one. In addition to the attacks from his first form is an additional menace—Tyrant himself. Whenever Tyrant tries to ram you, rapidly tap Dash to avoid him.

Don't try to dodge Tyrant's charge at the last minute in hopes of inflicting additional damage: it won't work, and he nails you every time.

(continued from previous page)

Cut-Scenes

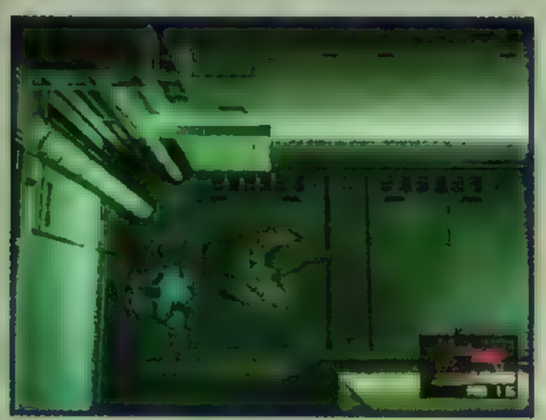
The Olga firefight has three major cut-scenes. The first occurs when she retreats behind the boxes farthest from you; the second occurs when she's behind the crates closest to you; and the third when she shoots the ropes that hold down the tarp to give her more cover. Taking her out before she goes into her second and third cuts is the key to being competitive. Judging by the top times in the global rankings, a select group of folks have figured out how to stop her from going into her first scene. The key is to experiment.

Very Hard

Unlike Very Easy and Normal modes, Very Hard mode doesn't have direct access to Deck B, so you have to start toward the crew quarters on the left-hand—or port—side of the ship. Timing is even more crucial in Very Hard mode, so start running as soon as you can toward the door. As you approach the door, the guard is looking out at the water, so simply run behind him to avoid detection.

Deck A, Crew's Quarters, Port

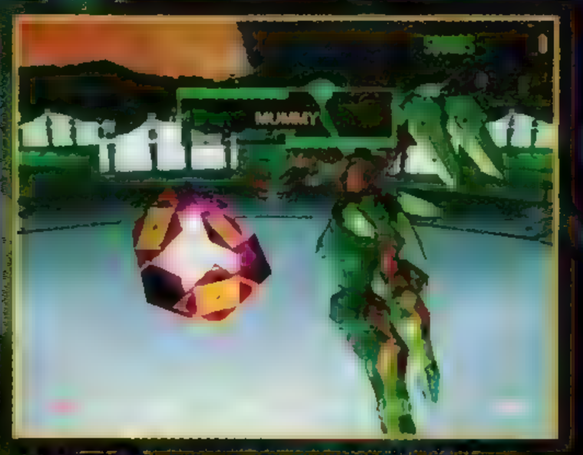
Run quickly to the enemy soldier at the end of the hall. You can either:



1. Hide directly behind him and then run past him. While this causes a curious—but not full—alert, it doesn't count against you in the final score.
2. From a distance, stun him with a dart in the head.

There's little difference in the time taken, but not shooting the soldier is preferable.

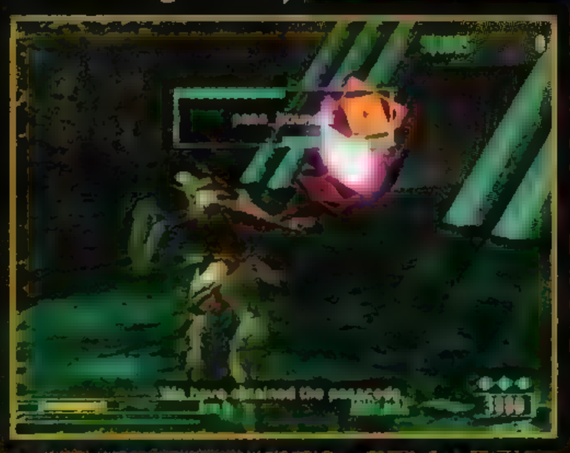
continued ▶



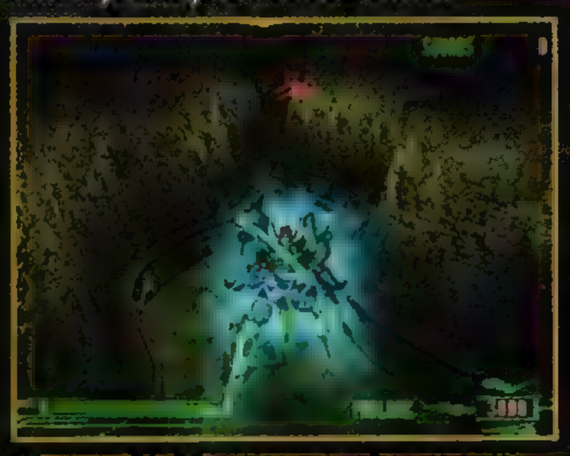
Although you automatically leave Park.1 after the battle, immediately return to the location and take the Mummy. Leave the area and head to Mountain.1.

Mountain.1

When you land, use the Metatron Ore—if needed—and follow the river to the dam while collecting any items along the way.



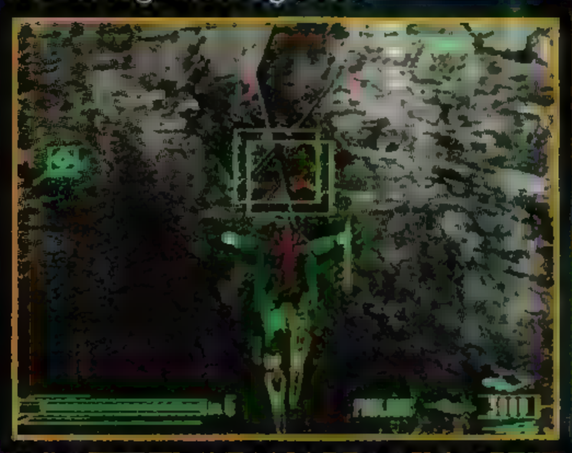
Take the `pass_bounder` in front of the dam, and then use the nearby terminal and take the `bounder.drvr`. Be weary of possible enemy ambushes when you try to collect items.



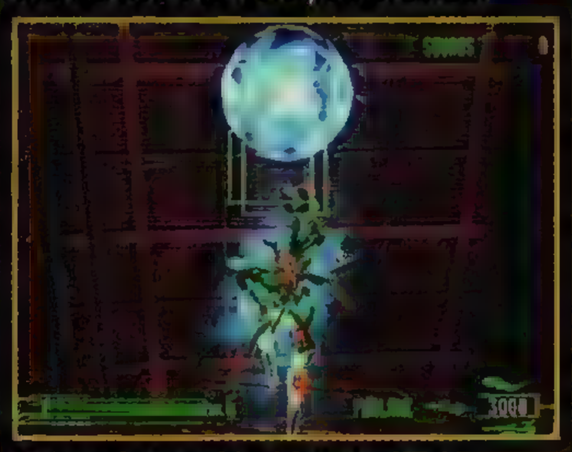
Return to the canyon you encountered when you initially entered the area. Go down the canyon, and, when you reach the seeming dead end, enter the smashed opening to your right and take the Decoy ammunition.

Shoot the wall to create a hole that you can exit through.

When you emerge, turn right and head down the narrow passage. Be ready for an ambush when you reach the orange floating cube.



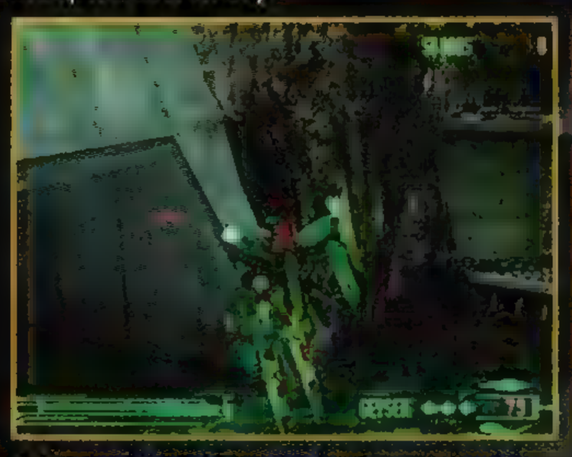
At the seeming dead end, look for a large crack on the wall to your left. Fire at the crack to make a hole, and then enter the hole you created.



Destroy the next wall that you encounter.

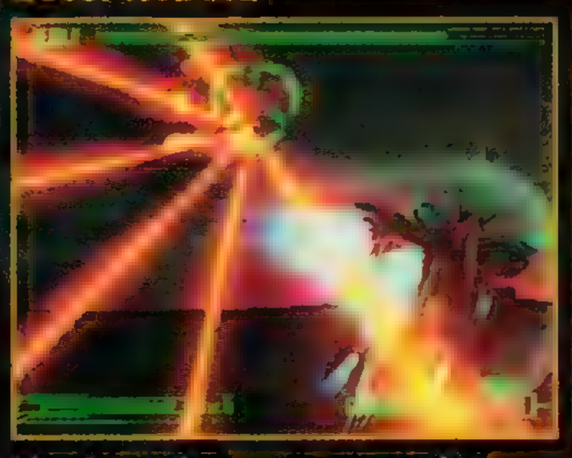
Turn left and proceed down the passage. Again, be weary of possible ambushes when you stop to collect any items.

Use your map and locate the items in the area. Among the collectibles are more Mummies, which you definitely want to add to your subweapon inventory.



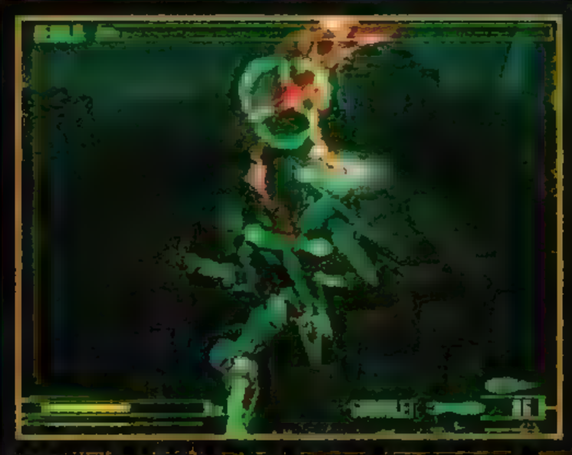
After collecting all the items in the area, access the map and look for the three white arrows—these indicate the tunnel entrance.

Boss: Nebula



Here's another—you guessed it—two-stage boss. In the first half of this battle, keep moving and hammer away with Dash Attacks each time Nebula passes your position. Whenever he launches his laser beams that look like a spider's web, try to stay near the "hub" and away from the edges until it dissolves.

Nebula's second stage is harder than the first one. The only time Nebula is vulnerable is while he's on the ground and the lock-on highlights his abdomen. When this happens, launch a Bounder or Gauntlet in order to maximize the damage.

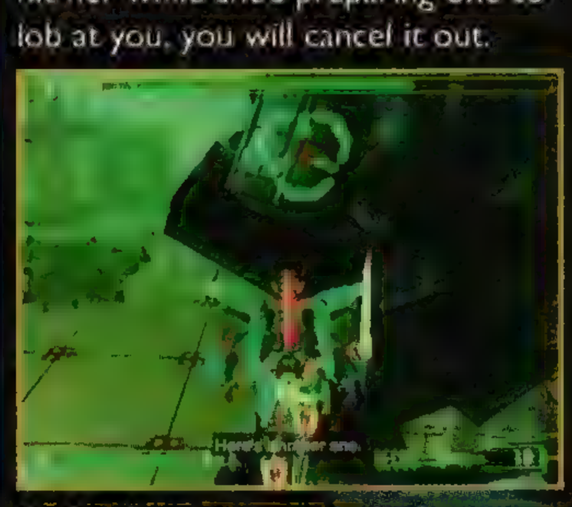


When Nebula isn't on the ground, you're going to be constantly on the move by rapidly tapping Dash. However, if you're low on energy, use a Mummy when Nebula is on his descent. Otherwise, you should stop moving and counterattack with subweapons when you're locked onto Nebula's lower area.

Warehouse.1

Boss: Neith

Time for a rematch with Viola. The key to victory is to keep circling her and unleash a steady barrage of Dash Attacks. Occasionally, she tries to retaliate with homing fireballs, but if you hit her while she's preparing one to lob at you, you will cancel it out.



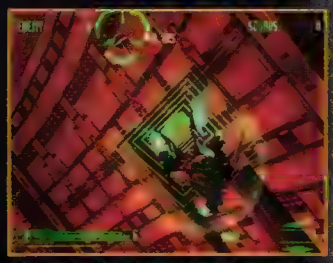
As for damage control, don't worry about sparing the stacks of crates in this battle arena—they just get in the way, so it's to your benefit to clear 'em out.

Hub.1

"Somebody set up us the bomb." You have a total of four bombs you must disarm in this area. The key to success is to destroy nearby enemies before you try to disarm a bomb.

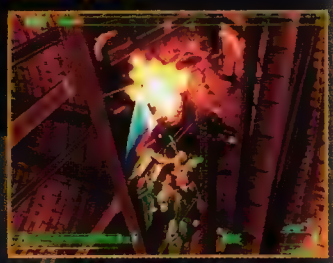
In every instance, wait for ADA to detect a bomb—when she does, the lock-on automatically hones in on it. However, don't try to disarm the bomb immediately. Instead, tap the lock-on button so you target nearby enemies and then take them out.

When you disarm a bomb, lock onto it, be sure your sub-weapon is set to "None," get in close to it, and press and hold Sub-weapon. If all goes well, you'll grab the bomb and slowly disarm it. If you try to disarm a bomb while you're under attack, the bomb will be hit by stray enemy fire and you'll take massive damage.



You might be tempted to destroy the bombs at a distance and save yourself the trouble of disarming them. Forget it; if you simply detonate the bombs, you'll suffer massive damage.

Boss: Neith



Viola is a bit wasted and doesn't put up much of a fight. Forget about finesse—simply get in close to her and start hacking away.

You're almost finished, but you have one last challenge before it's all over—and that's a surprise we'll leave for you to discover....

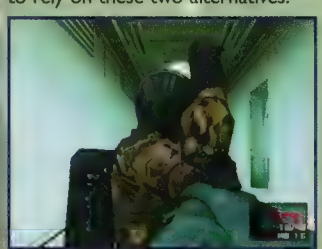
(continued from previous page)

Deck A, Crew's Lounge, Starboard

This is the most hair-raising dodge in the game. At the end of the cut-scene, immediately run for the stairs. If you move fast enough, neither guard will see you as long as you hug the wall and stay close to the staircase—just be sure to keep moving.

Deck B, Crew's Quarters, Starboard

Using the rolling tackle on enemy soldiers in Very Hard mode is the same as getting spotted, so you have to rely on these two alternatives.



1. Wait until the guard starts to move away from you, then tail him. Be careful to not be seen and stay toward the windows. He makes his turn facing the other wall, so you should be able to slip by undetected.

2. Confront the soldier with your gun. After he surrenders, stun him with a dart to the head.

Of the two alternatives, shooting him is quicker.

Deck C, Crew's Quarters, Port

The security camera is the only obstacle here. In Very Hard mode, the camera moves back and forth. If you run right away, the camera will always be facing toward the wall, enabling you to run right under it without being spotted.

Deck D, Crew's Quarters

There are two enemy soldiers now, but don't pay them any mind. Simply take the same route as in Very Easy mode. The camera should be facing away from you, and the guard shouldn't be looking your way. Do a dive roll just in case your timing isn't perfect when entering the Mess Hall. If you need to dive, do it when you're at the midpoint of the table.

Deck E, The Bridge

There's nothing to do here but watch cinemas and head outside. You can pick up any available items, but again, that would waste time and the items are certainly not needed to defeat Olga.

Boss Fight

The strategies are the same here as they were for Very Easy and Normal modes, except you inflict slightly less damage in this mode with each shot.

HALF-LIFE
BLUE SHIFT

GORDON FREEMAN WASN'T THE ONLY HERO OF HALF-LIFE—TURNS OUT SECURITY GUARD BARNEY CALHOUN FOUGHT HIS WAY OUT OF THE ALIEN-INFESTED BLACK MESA RESEARCH COMPLEX, TOO. HERE'S HOW TO FOLLOW IN HIS FOOTSTEPS. By Dan Elektro

MATURE M CONTENT RATED BY ESRB

THE BASICS

BREAK STUFF!

Bust up every crate and box you see. They often contain goodies like extra ammo and health packs—only rarely do they contain a nasty surprise.

RELOAD!

Reload often. Nothing's worse than being caught with an empty chamber simply because you didn't remember to fill it during a slow passage.

FLASHLIGHT!

Don't neglect your flashlight. You venture into some dark, scary areas that require some extra illumination. Just don't let your rechargeable battery run down....

MONSTERS!

Face huggers and the screaming dog-like things can be whacked with the crowbar if you're quick—and at the cost of one or two health points. If you can't spare those, use the automatic. The warping Cyclops, minigators, and soldiers go down with two or three shotgun blasts or—if you're a good shot—one Magnum round.

DEFEND PEOPLE!

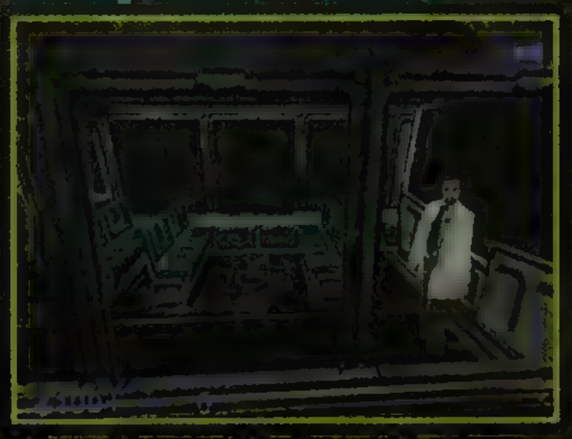
Always take scientists with you when you find them because they can help heal you when there are no other health packs around. Sometimes, they don't follow past a certain point, but that's okay.

LET'S GO!

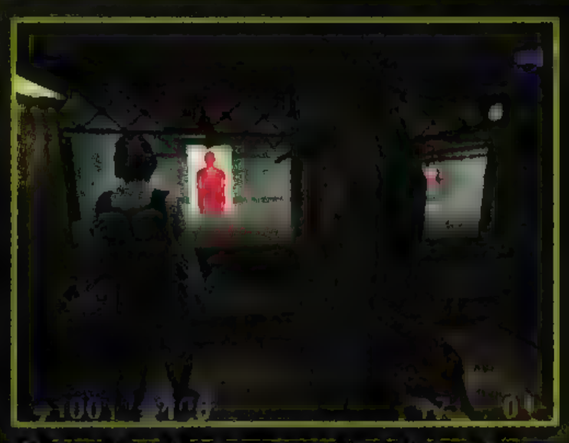
Note: This ProStrategy Guide assumes you're playing Blue Shift on the Normal difficulty setting. Easy may have fewer enemies and Hard should have more. Also, every monster appearance isn't noted, so be prepared to face enemies as you explore. Major threats are listed, but there are several minor ones that are not.

INSECURITY

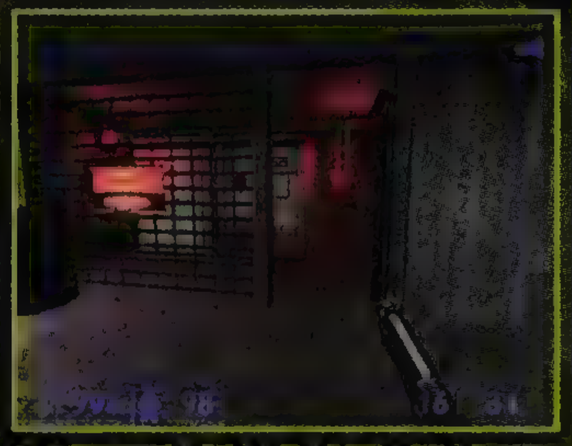
Password:
Barney Goes to Work



Your adventure begins with a tram ride. When you arrive at the door, watch the tram behind you while your pal tries to get the door open—Gordon Freeman will pass by.



Once the door opens, head to the locker room and suit up—your armor and helmet await. The guard at the desk tells you to visit Sector G, but you need to visit the armory first. Follow the blue and green lines, and take the elevator. At the armory, pick up your pistol and all the loose clips at the firing range.



Before you head back to the elevator, check out the video surveillance area. See Gordon going to work! See the sample being delivered! Take the elevator again and hoof it to Sector G, back out the double doors you entered (follow the single green line). Take the maintenance ladder down to the high voltage cage and flip the switch inside, then go through the silver door directly opposite you.

Continue through the bowels of the maintenance area. You have to wait for the tram to pass before you can lower the bridge. Eventually, you come to the Sector G Main Access Lift. Tap a button on the elevator's panel, and the real fun begins.

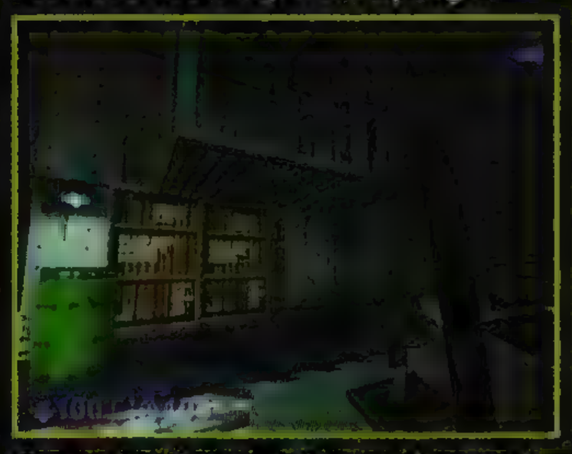
DUTY CALLS

Password: Red Is Scary

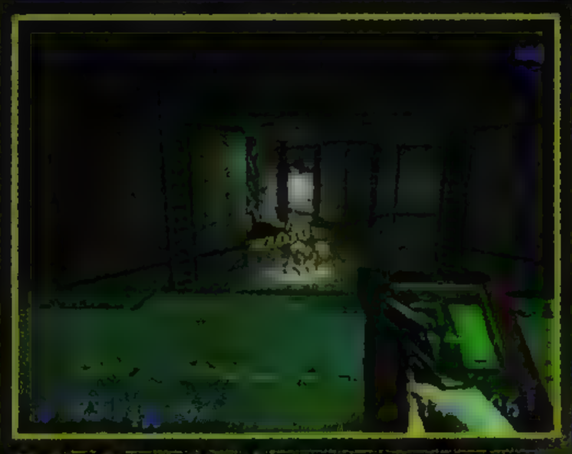
After the disaster, find the crowbar, as well as your first monsters (two squealers) and health station (behind the boxes). Smash some of the crates and find a nice little easter egg—VMUs and copies of Sonic Adventure are among the computer supplies!

If you smash all the boxes, you'll eventually find a power box, which you should also destroy (now's a good time to use your flashlight). Keep an eye out for ammo on shelves, too.

The stairwell leads to a room flooded with toxic sludge. Hop over the tables (be ready for the face huggers) and talk to the scientist hiding on the storage room roof. The roof is the only safe place to detonate the red barrels that are blocking your exit from the room, so fire away from up high.

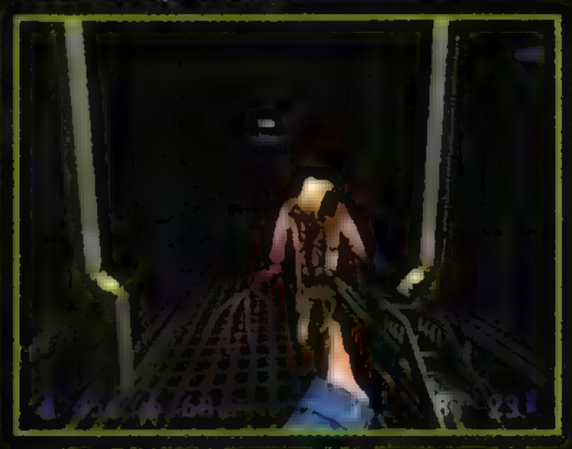


Cross the chasm and open the south entrance. Smash a few crates and find some health kits, as well as a few monsters. Once you sneak under the door, the only way out is up. You have to arrange the white crate, green drum, and two platforms to create a hopping pathway to the red ladder opposite the crane controls.



Fight through a few more monsters and reach ladder B-03, which takes you to the drainage canal. Take the bridge to your right and jump up to the ladder. At the top, turn the valve. Head left and take the other ladder down to the walkway, where you find the second valve. Those two valves turn off the spewing steam pipes you passed above. But don't head back up yet—grab the shotgun at the end of the walkway you're on, then head back and up. The walkway leads to a health station and a switch that controls the elevator on the opposing platform. Blast the nasties that come down on it, then head way back to the canal.

Back at the intersection where you entered, head to the left and up the ladder. You come to a room with sticky-tongue monsters in it; shoot them, and then jump in the water. Swim to the right, past the broken grate, and turn the Flow Control valve. The room floods, and you can hop onto the green barrels to reach the platform.



After a treacherous balance on the pipe, you find yourself facing some mutated scientists; use the shotgun—there's more ammo in a nearby crate—and be ready to backpedal.

From there, it's of[illegible] slimy firefight against several [illegible]es. Be sure to trip the gener[illegible] control switch before you leave the muck; otherwise, the elevator won't work. You eventually come to the elevator you triggered from across the chasm about 15 minutes ago; there may still be a monster or two lurking there, so be careful. However, the warning sign on the wall tells you all you need to know: Push the explosive crate into the canal.

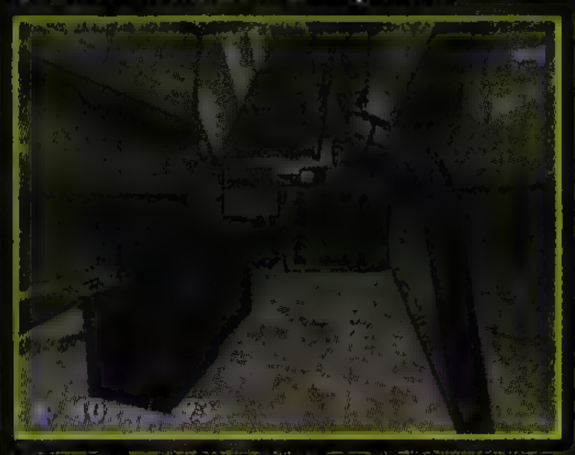
This clears your way through the turbines and gives you the first glimpse of sunlight in a while—as well as the chance to be a star witness.

CAPTIVE FREIGHT

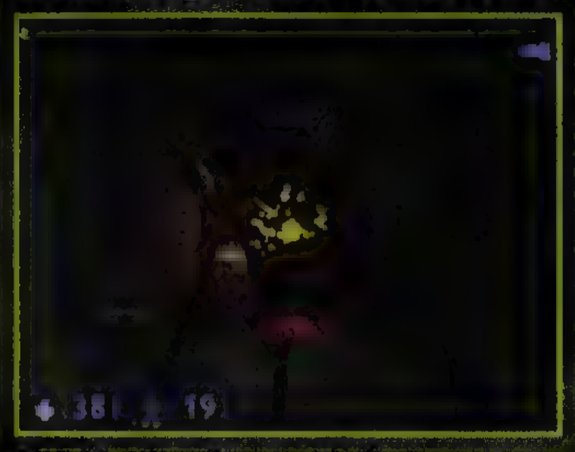
Password:
Combat and Trains

Finally, the surface—but keep your head down and bolt right as soon as you reach topside. The keypad opens the double doors, where you find a grisly SUV; be sure to pop the trunk and collect all the goodies in the area, including the Magnum pistol.

Don't even think about venturing farther because guards seal off the exit. Smash the lock on the door to the right of the truck and head down the steam tunnel. Watch that last step! When you land, pick your way through the tunnel—some of which is flooded (watch for the steam valve and face huggers)—and take the Basement Access elevator up. Be ready for alien attacks at every turn.



Near the electric hallway intersection, be sure you open all crates—one of the big crates is blocking a first aid station. As for the electric hallway itself, the best way past it is to run! Time it right, and you come through only slightly scathed. Once you reach the end of the path, blast the fire barrel, and then arrange the metal crates as stairs to gain access to the ducts.



Face huggers live in air ducts, so have your flashlight and crowbar handy. The vents end at a storage room. Head to the left and down, and collect the ammo and armor from the previous unlucky guard.

As you turn the corner and go up the stairs, however, be ready for a shock—armed troops firing at you!

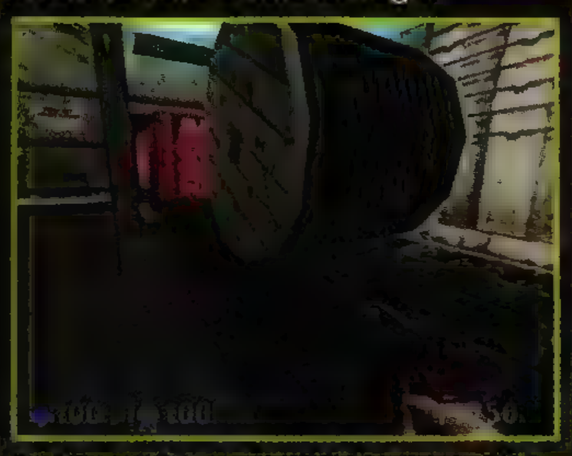
Be ready with the biggest gun you have ammo for (you should soon have a machine gun, anyway).

Once you clear out the camo guys, grab the health kits from the office and be sure to look for the ammo in the locker. Make your way down the hall and up the stairwell; you should find plenty of health in the first floor storage room. You're going to need that health when the soldiers on the stairs above you decide to attack. Be ready!

There are even more enemy troops outside—five of them. You're outmanned and outgunned, so this is an excellent place to save your progress (if you haven't lately). It's gonna be a tough standoff at the doorway, which probably takes a few tries. Watch for incoming grenades as well as those red gas cans in the room (which you can push out the door and set up as bombs).

If you survive, you'll meet the sixth man—a sniper on the second-floor window in the building you just left. Take him out, and then climb the dumpster when he tires to jump through his window. The Yard Manager's office leads to a security locker, which is chock full of ammo and weapons you need for the next firefight that's literally waiting around the corner. Let the soldiers rush through the door and pick them off with the shotgun one by one (use the alt-fire to get them faster).

Across the hall, you can find health in the boxes. And in those nearby covered crates is more crucial stuff—grenades, remote bombs, and health—but your real target is the freight cars. The red one contains scientists, which is good; the blue one contains four aliens and an icy floor, which is bad. A grenade might help. The storage room at the right rear corner of the room contains more soldiers, plus a pathway to the freight yard, which is absolutely teaming with soldiers. Once again, hang back at the doorway and blast 'em as they come through. The crates in the yard replenish your firepower, so fire away and don't be afraid to take a little damage.

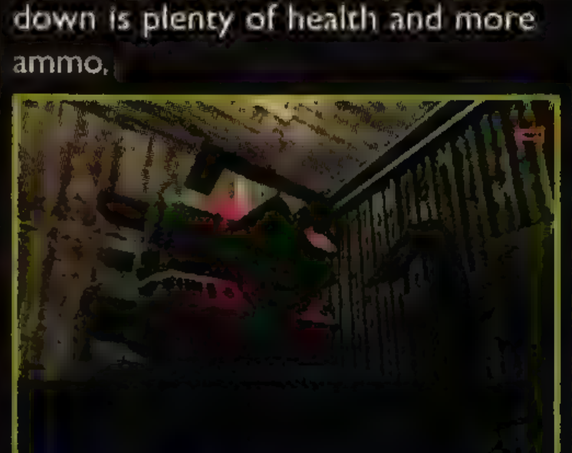


In the yard, a scientist is trapped in the red car: To rescue him, smash the blocks on the spools and let them roll away. Use your pistol, though—otherwise, you'll be crushed! Once the scientist is free, keep him there to keep him safe, because a second wave of soldiers storms through the giant door. You can take out a lot of them with the chaingun mounted on one of the rail cars—the chaingun is inside the green crate, if you haven't smashed that in a firefight yet. The gun never runs out of ammo!

Once the area is cleared, head down the train tracks for yet another ambush...oh yeah, and then there's that tank. Once you clear out the soldiers, the tank's turret wakes up for a smackdown.

Lucky for you, the truck in front of you contains a rocket launcher—three or four rockets should do the trick. Your reward for taking the tank down is plenty of health and more ammo.

The door on the far wall leads to another track tunnel—this time with a turret in it to the right (throw a quick grenade). The other end of the tunnel contains crates, one of which hides CO2 canisters in it. Blow up the crates with a remote bomb to create a nice hole in the door so you can escape.



Of course, you're escaping only into another firefight. Take care of the opposing force and replenish your armor at the turntable control room. Fiddle with the controls in order to reveal a red car with a certain Doctor trapped inside of it. Drive the train into Bay 5 and meet the man himself, at last. He tells you the plan for the rest of the game.

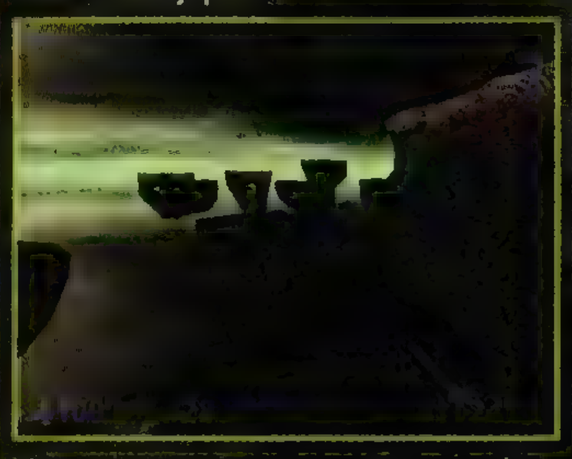
Follow Dr. Rosenberg's advice for getting out of your current jam; it's just one on three, so you should be okay. The door on the other side of the roundhouse is now unlocked.

The Doc leads you up the stairs, after which point you must guard him closely as you venture back to the building where you first encountered the soldiers. Don't get too far ahead of the Doc; if you do, he'll complain. Stick with him, and he shows you a secret—the lost elevator. Take the elevator and hit the security room for more supplies. Then follow Rosenberg and listen to him carefully—you're going on a trip.

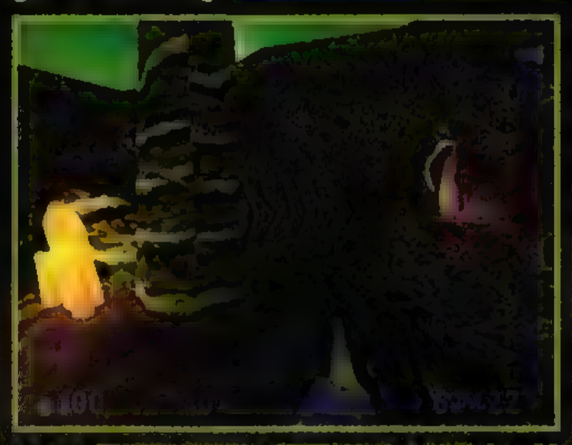
FOCAL POINT

Password:
Barney Visits Xen

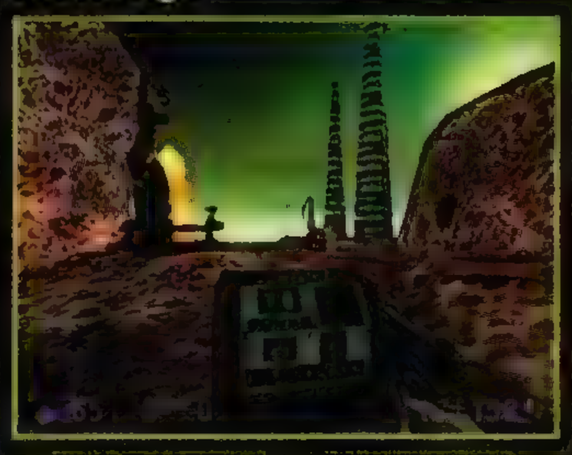
Welcome to outer space, Barney. Gravity is lighter here, so be careful how you jump. Luckily, there's a glowing blue healing pool nearby. Climb the rock pile to reach the footbridge, then sneak into the small opening in the cave. Mind the swaying plants: They'll attack if you get too close, and you can't kill them. Crouch and move slowly past.



You encounter more nasties in the network of small tunnels. When you find a tunnel that ends in slimy water, tongue monsters, and a healing pool, you know you're on the path out. From there, it's time to practice your platform jumping in low gravity. Save your game right now, 'cause this could get frustrating.

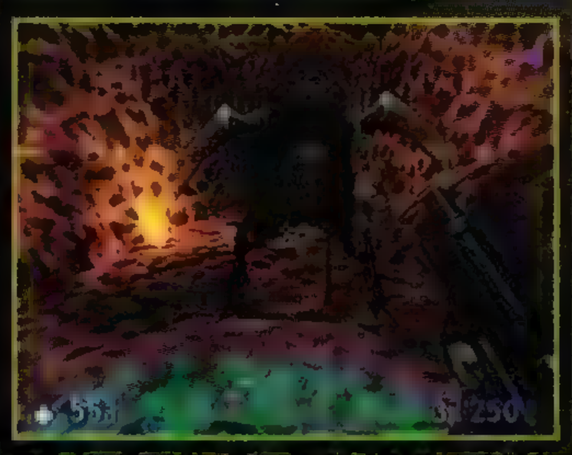


While you jump, be wary of incoming enemies—the warping lighting beasts take an interest in you. There's more jumping ahead, too. Some platforms float up and down, so be sure to time your jumps correctly. On the second set of platforms, be sure to suck up all the health you need from the pool. And don't fall for the fake exit—you need to cross the green stalk to get out. Look out for the swinging creature, though!

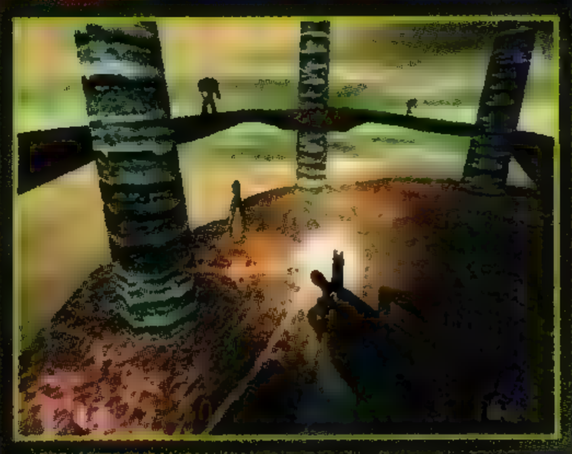


There are more of those annoying things when you come up out of the water, along with a mini-gator. Jump over the falls and use the fleshy bounce pad to get to the other side where you can find more health and a huge ammo pack. Follow the water, then head upstream, climbing rocks and shooting creatures as you go.

When you come to some of the scientists' equipment, turn on the power, and then search the nearby tunnel for plenty of health and, in one closed chest, more ammo stashes. Return to the equipment in the clearing and set the dials so that the yellow triangle markers are in the red shaded areas on the radar screens.



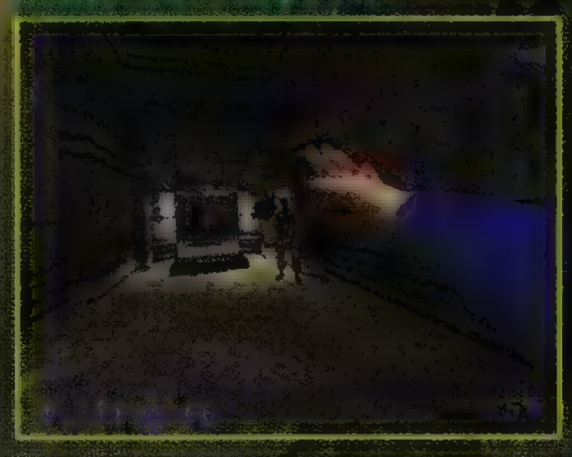
The moment you set the dials, you're ambushed by lighting-throwers and a flying creature. Fire away! You can find some more ammo and health by the nearby foliage. Once you've disposed of everybody, head back into the tunnel and blast the last creature; it should cause a rockslide, and climbing the rubble is your way out. When you land on a health pool, watch for face huggers while you stand there.



At the end of the tunnel is a chasm and more flying creatures; use the rifle for best results. Use the bounce pad only if you need more ammo. The path leads up and is littered with face huggers; have a pistol or crowbar ready, then switch to heavier weaponry for the lightning-throwers. Eventually, you should return to where you started, and the portal is open. Don't think and don't stop to fight—just jump! Home at last—but Rosenberg has a new assignment for you, so listen up. Take the elevator down and take care of business.

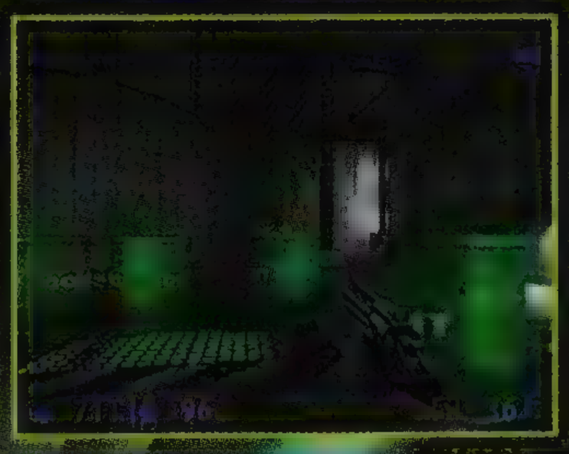
POWER STRUGGLE

Password:
Power Is Progress



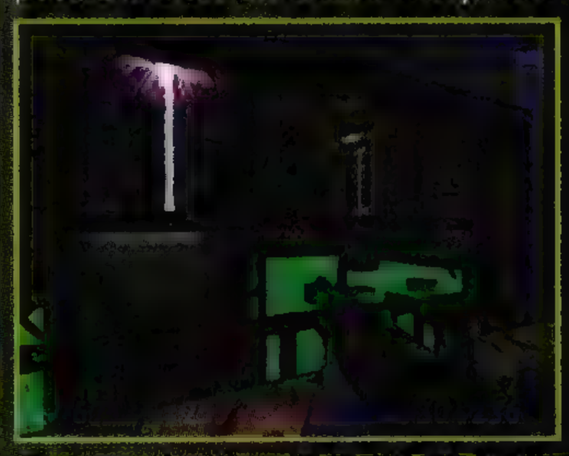
Start blasting as soon as you open the door, then collect some fresh armor and ammunitions. Other survivors are nearby; watch their predicament in horror. Head over to the cooling facility door and prepare for a military assault, 'cause aliens don't use welding torches.

The cardboard boxes just beyond the assault hold health, and there's a proper first aid station near the bridge. Cross it and thread your way through the maze of rooms. When you reach the red ladder, lob a grenade to the level above and clear out the area. You soon come to the coolant pool. You can't hop over the barrels, and the TNT line is cut. However, there's a metal drum in the corner—push the drum onto the clipped wire in order to complete the circuit, then push the plunger.

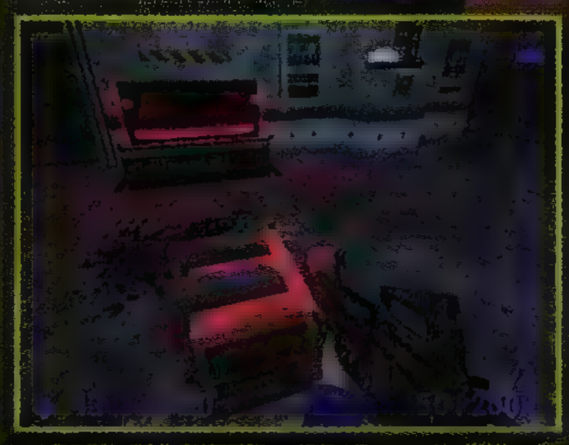


Drain the pool of [illegible] fluid, take the elevator [illegible] and rearrange the barrels in the center of the room, over the grate.

Your goal is to make a floating bridge for when you refill the coolant. There are only four barrels, so it shouldn't take long to set up. When the barrels are in place, head back up, refill the pool, and cross the chasm. Tricky, huh?



Once you're through, battle the lightning guys and head to the room with the coolant spill. Let the big guy take out the soldiers, dispatch him with a grenade or two, and then hide behind the crates and stay low. Another big lug arrives when you finally reach the power room—grenades work well again, or a rocket. Power up both units by using the control panel, and the turbines kick in.

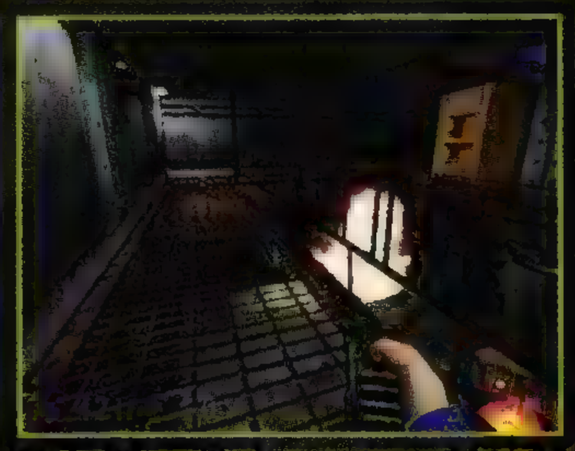


Cross back over the coolant-barrel bridge and hightail it outta there. Return to the waterfall and move the bridge to the upper level. That leads you to the power cell charging station and a fresh battery, which is just what Rosenberg needs. Juice the battery up, slap it into the payload elevator, send it on its way, and then rejoin the good Doctor yourself by heading back up the elevator you came down in.

A LEAP OF FAITH

Password:
Physics Is Beautiful

Rosenberg gives you instructions on how, where, and when to help him with the controls for the rescue attempt. Keep yourself well armed, though, as you have some unwanted visitors.

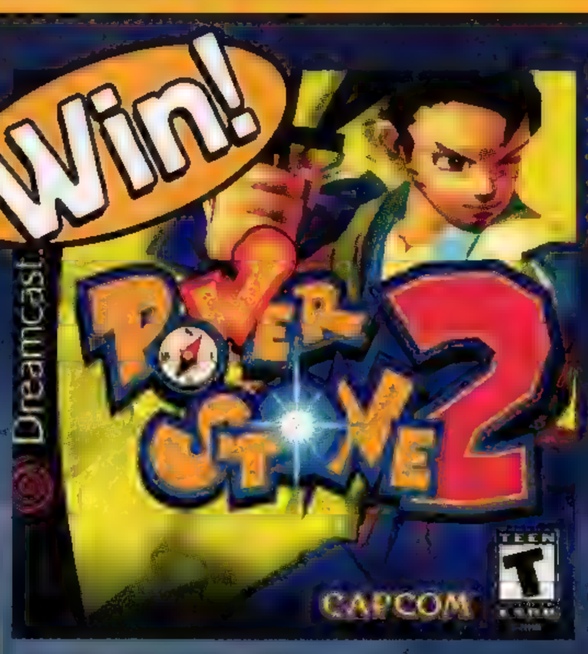


Naturally, you're the last to go through the portal—and that's when the soldiers come storming in. Two are on the catwalk, so be ready for them with a rifle—but watch out for the door they blow open. There are more military men on the floor and at the doorway, but if you plant a remote bomb ahead of time, you'll take them out from afar.

That's the final threat. Leap through the portal and enjoy the end of the story...and your secret infinite ammo code (Dreamcast Gives Firepower).

S.W.A.T.PRO

Submit your hottest S.W.A.T.Pro tips! Each month, the reader with the winning tip will receive a product from Capcom, which features such high-quality games as Power Stone 2 for the Dreamcast! Runners-up receive a *GamePro* T-shirt.



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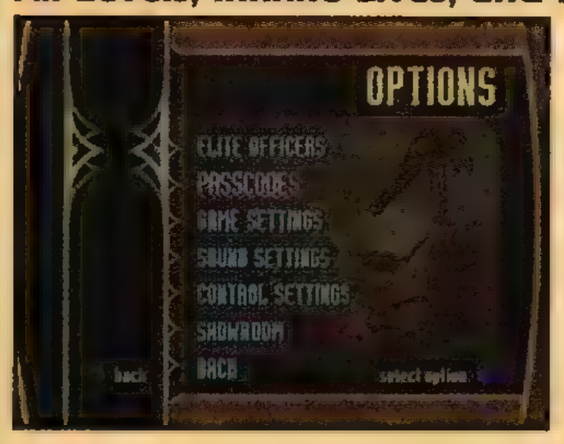
Please include your name, address, and phone number so we can award you your prize.

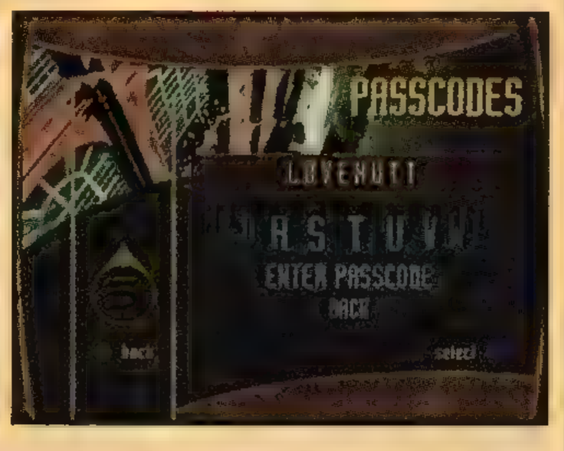
Nintendo 64

Star Wars Episode I: Battle for Naboo

READER TIP OF THE MONTH

All Levels, Infinite Lives, and More





At the main menu, choose Options, then select Passcodes. Enter any of the following passwords to unlock these cheats. If you entered the code correctly, you'll hear a chirping sound.

All Levels:	LEC&FIVE
Bouncy World Mode:	DRJEKYLL
Hear Developer Commentaries:	TALKTOME
Increase Difficulty:	NASTYMDE
Increase Shields:	DROIDEKA
Infinite Lives:	PATHETIC
One-Hit Kills:	EWERDEAD
Note: One-Hit Kills also applies to player who enters the code.	
Pink Ship:	RUAGIRL?
Unlock Showroom:	KOOLSTUF
Unlock Concert Hall in Showroom:	WAKEUP
View Credits:	MEMEME!
View Development Team:	LOVEHUTT

Unlock Bonus Missions: To unlock the first of three bonus missions, Trade Federation Secrets, you must obtain at least a bronze medal on all 15 previous missions. To unlock the second bonus mission, Coruscant Encounter, you must obtain at least a silver medal on all 15 missions, including the first bonus mission. For the third and last bonus mission, The Dark Side, you'll need gold medals on all 15 missions, plus the first two bonus missions. Each bonus mission will appear at the mission-select screen after you've obtained the obligatory medals. To select one, **press A**.

Cody Williard—Westfield, NC

PlayStation

Jackie Chan Stuntmaster

Unlock Levels

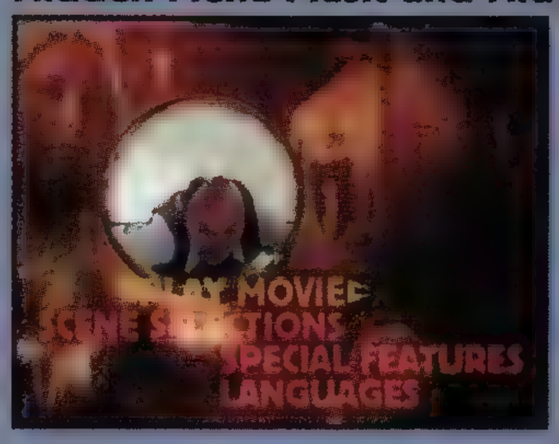
At the title screen, **press L2, ↓, △, ○, ×, R2, R2**. If you entered the code correctly, you'll hear a gong and all levels will be available.

Zachery D. Chavis—Norfolk, VA

PlayStation 2/DVD Player

Phantasm

Hidden Menu Music and Hidden Photograph



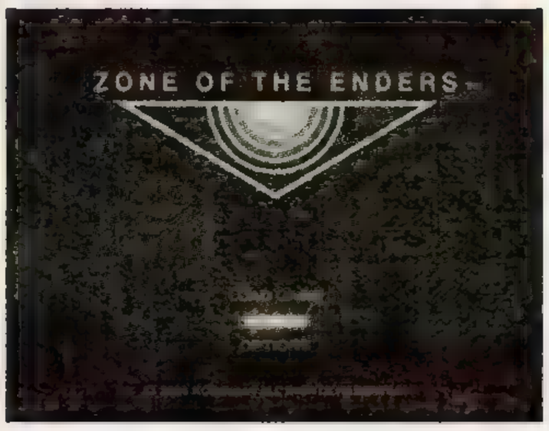
Hidden Menu Music: At the main menu, **press Up** and a speaker icon appears. **Press** × to hear alternate music from the film, and use the directional pad to select additional tracks.

Hidden Photograph: At the main menu, select Special Features. At the Special Features screen, select More to go to the next page. Highlight "Still Gallery," then **press Up** and a dark sphere icon appears. **Press** × to view a hidden photograph of the director and cast of *Phantasm*.

PlayStation 2

Zone of the Enders

Versus Mode



Finish the one-player game and save the data to a memory card. You can then play the two-player Versus mode if you play the game with the memory card inserted in slot 1 or 2. The Versus mode appears between Load Game and Options.

PlayStation 2

All-Star Baseball 2002

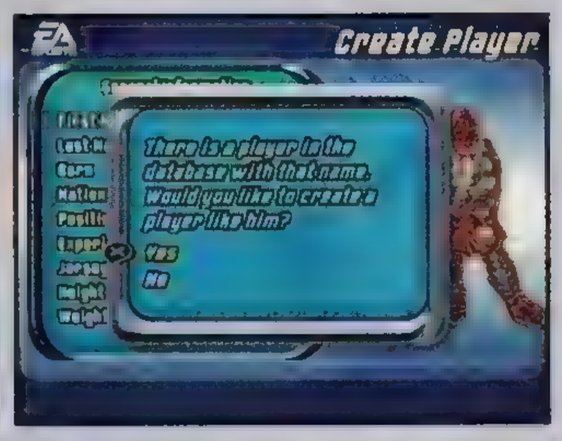
Bonus Teams

At the main menu, select MLB Play, and then select Exhibition. At the Team Select screen, **simultaneously press L2 and R2**. If you entered the code correctly, you'll hear a bell, and the Dingers and Islanders will be available.

PlayStation 2

NHL 2001

Hidden Players



At the main menu, select Game Settings, and then select Rosters. At the Rosters screen, select Create Player, then choose Select Player again. At the General Information screen, enter any of the following names for the first and last name of your player. If you entered the name correctly, a prompt will appear asking if you would like to create a player like the one in the database. Select "Yes," and, if the player's name was entered correctly, the unlocked player's stats will automatically be filled in.

Chris Pronger:	CHRIS	PRONGER
Dale Purinton:	DALE	PURINTON
Dominik Hasek:	DOMINIK	HASEK
Ed Belfour:	ED	BELFOUR
Garth Snow:	GARTH	SNOW
Jaromir Jagr	JAROMIR	JAGR
Johan Witehall:	JOHAN	WITEHALL
Keith Tkachuk:	KEITH	TKACHUK
Niklas Lidstrom:	NIKLAS	LIDSTROM
Olaf Kolzig:	OLAF	KOLZIG
Owen Nolan:	OWEN	NOLAN
Patrick Roy:	PATRICK	ROY
Pavel Bure:	PAVEL	BURE
Peter Forsberg:	PETER	FORSBERG
Rob Blake:	ROB	BLAKE
Sandis Ozolinsh:	SANDIS	OZOLINSH
Steve Yzerman:	STEVE	YZERMAN
Terry Virtue:	TERRY	VIRTUE

PlayStation 2/DVD Player

Edward Scissorhands

Hidden Credits Screen

At the main menu, select Extra Features. At the Extra Features screen, **press Down, Down, Down, Down, Down, Down**. A scissors icon should appear on the screen below Concept Art. **Press** × to see a hidden credits screen.

Dreamcast

Star Wars Episode I: Jedi Power Battles

Jedi Power Battle Mode, Unlock Ki-Adi-Mundi, and More

Jedi Power Battle Mode: While playing a game in two-player mode, **simultaneously press R, A, B, X, Y**. If you entered the code correctly, "Jedi Power Battles On" will appear and both players will be able to fight each other.

Radar Map: Pause the game and **press Up, Down, Up, L, R, L**. If you entered the code correctly, Yoda will laugh and you'll have a radar map that shows the location of enemies and hostages.

Return to Last Checkpoint: After losing all lives on a level, continue the game and enter the same level. Pause the game, then **press L, R, L, L, R, R, L, R, R, L**. If you entered the code correctly, you'll automatically go to the last checkpoint you passed before dying.

Unlock Battle Droid: Successfully complete the game with Mace Windu to unlock the Battle Droid.

Unlock Captain Panaka: Successfully complete the game with Obi-Wan Kenobi to unlock Captain Panaka.

Unlock Darth Maul: Successfully complete the game with Qui-Gon Jinn to unlock Darth Maul.

Unlock Ki-Adi-Mundi: Successfully complete in one session all seven training levels to unlock Ki-Adi-Mundi.

PlayStation 2

Unreal Tournament

Big Head Mutator, Invincibility, and More

All Characters and Levels: Save a game and return to the Main Menu. At the Main Menu, select Resume Game. Highlight the previously saved game, then **press Up, Down, Down, Up, Left, Up, Right, Down**. If you entered the code correctly, you will automatically go to the Select Ladder screen and all levels will now be available. To access the unlocked characters, go back to the Main Menu, then select Start Game. All characters will be available.

Big Head Mutator: At the Main Menu, **press Left, Right, Left, Right, Left, Right,** ○, ○, ○. If you entered the code correctly, you'll hear a sound. Select Multiplayer, then enter the number of players. At the Select Game screen, select Mutators. If you entered the code correctly, Big Head will appear on the Mutators menu.

Fatboy Mutator: At the Main Menu, **press** ○, ○, ○, **Up, Down, Down, Up,** ○, ○, ○. If you entered the code correctly, you'll hear a sound. Select Multiplayer, then enter the number of players. At the Select Game screen, select Mutators. If you entered the code correctly, Fatboy will appear on the Mutators menu.

Invincibility: Pause the game, then **press** ↓, ○, **Left, Right,** ○, ↓. If you entered the code correctly, the pause menu will slide off of the screen and you will be invincible.

Level Skip: Pause the game, then **press Up, Down, Left, Right, Right, Left,** ○. If you entered the code correctly, the pause menu will slide off of the screen, and you'll be announced as the winner and taken to the next level.

Maximum Ammunition: Pause the game, then **press Left, Right,** ○, ○, ○, **Right, Left**. If you entered the code correctly, the pause menu will slide off of the screen and you'll have maximum ammunition.

Stealth Mutator: At the Main Menu, **press** ↓, ↓, ○, ○, ↓, ↓, ○, ○. If you entered the code correctly, you will hear a sound. Select Multiplayer, then enter the number of players. At the Select Game screen, select Mutators. If you entered the code correctly, Stealth will appear on the Mutators menu.

Note: Big Head, Fatboy, and Stealth Mutators require at least two players to activate.

Nintendo 64

WCW Backstage Assault

Alternate Grunts, Unlock Wrestlers, and More

At the Main Menu, enter any of the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

Alternate Grunts: Press R, L, R, L, B, B.

Big Women Wrestlers: Press R, R, B, B, L, L.

Indestructible Weapons: Press L, R, L, R, left-C, left-C.

Infinite Stamina: Press R, R, B, R, R, B.

Tiny Wrestlers: Press R, R, L, L, left-C, left-C.

Unlock Brian Adams and Bryan Clark: While fighting in the Block in Hardcore Challenge mode, throw or slam your opponent into the flaming drum so he catches on fire. If done correctly, "Wrestler Unlocked" will appear onscreen.

Unlock La Parka: In Hardcore Challenge mode, knock out your opponent with the steel chair in the Truck Arena. If done correctly, "Wrestler Unlocked" will appear onscreen.

Unlock Ms. Hancock: At the main menu, select Create a Superstar. Select a wrestler, then choose Moves at the Create a Superstar screen. At the Edit Moveset screen, highlight "Taunt." Then **press Down and** × to access the taunt menu. Select Nasty Hip Swivel as a taunt. Go back to the Create a Superstar screen, select Exit, and then select Save. Exit to the main menu, then select Hardcore Challenge using the wrestler you edited. During a match, press top-C to taunt your opponent and unlock Ms. Hancock. If you entered the code correctly, "Wrestler Unlocked" will appear.

Unlock Norman Smiley: At the main menu, select Create a Superstar. Select a wrestler, then choose Moves at the Create a Superstar screen. At the Edit Moveset screen, highlight "Taunt." Then **press Down and** × to access the taunt menu. Select Big Wiggle as a taunt. Go back to the Create a Superstar screen, and select Exit and Save. Exit to the main menu, then select Hardcore Challenge using the wrestler you edited. During a match, **press top-C** to taunt your opponent and unlock Norman Smiley. If you entered the code correctly, "Wrestler Unlocked" will appear.

Unlock Vampiro: While fighting in Truck Arena in Hardcore Challenge mode, throw or slam your opponent into the flaming drum so he catches on fire. If done correctly, "Wrestler Unlocked" will appear.

PlayStation 2

Super Bust-A-Move

Another World and Secret Characters

Another World: At the title screen, **press** △, **Left, Right,** △. If you entered the code correctly, you'll hear a chime and an icon that reads "Another World" will appear in the upper right-hand corner of the screen.

Secret Characters: At the title screen, **press** △, **Right, Left,** △. If you entered the code correctly, you'll hear a chime and an icon that reads "Secret Character" will appear in the upper left-hand corner.

Victor Hugo Martinez—Los Angeles, CA

Dreamcast

Unreal Tournament

Invincibility, Level Skip, and Maximum Ammunition

Pause the game, then enter any of the following codes to unlock these cheats. If you entered the code correctly, you will hear the sound of a gun being cocked and you will resume the game. If you entered the Level Skip password, you will return to the Select a Match screen and the next level will be available.

Invincibility: Press Left, Left, Right, Right, Down, Up.

Level Skip: Press Up, Down, Left, Right, Right, Left.

Maximum Ammunition: Press Left, Right, Left, Right, Right, Left.

PlayStation 2/DVD Player

Weird Al Yankovic—Live!

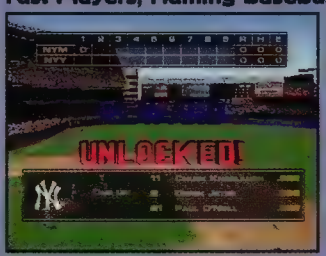
Hidden Commentary

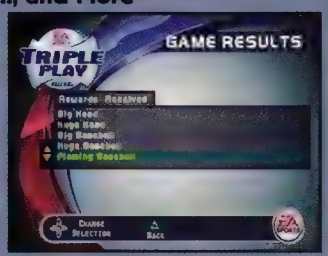
At the main menu, select Music Videos, then choose either "The Saga Begins" or "It's All About the Pentiums." While the video is playing, **press Select** to bring up the onscreen DVD menu. Choose Audio Options, then **press** ×, ×. If you entered the code correctly, the screen will read "Audio 3 English" and you'll hear a commentary by Weird Al Yankovic.

PlayStation

Triple Play Baseball

Fast Players, Flaming Baseball, and More





During a game, perform any of the following plays to unlock these cheats. If you executed the play correctly, "Reward Unlocked" will appear onscreen. At the end of the game, select Rewards from the Game Results screen and you'll see the cheats you have unlocked.

Big Baseball: Throw six consecutive strikeouts.

Fast Players: Steal three bases with the same player in a single game.

Flaming Baseball: Throw 12 consecutive strikeouts.

Huge Baseball: Throw nine consecutive strikeouts.

Tiny Players: Hit the ball over 11 times in one game.

Unlock Triple Play Dream Team: At the main menu, select Single Game. At the Team Select screen, **press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right.** If you entered the code correctly, you'll hear a voice say, "Triple Play Baseball," and the Triple Play Dream Team will be available.

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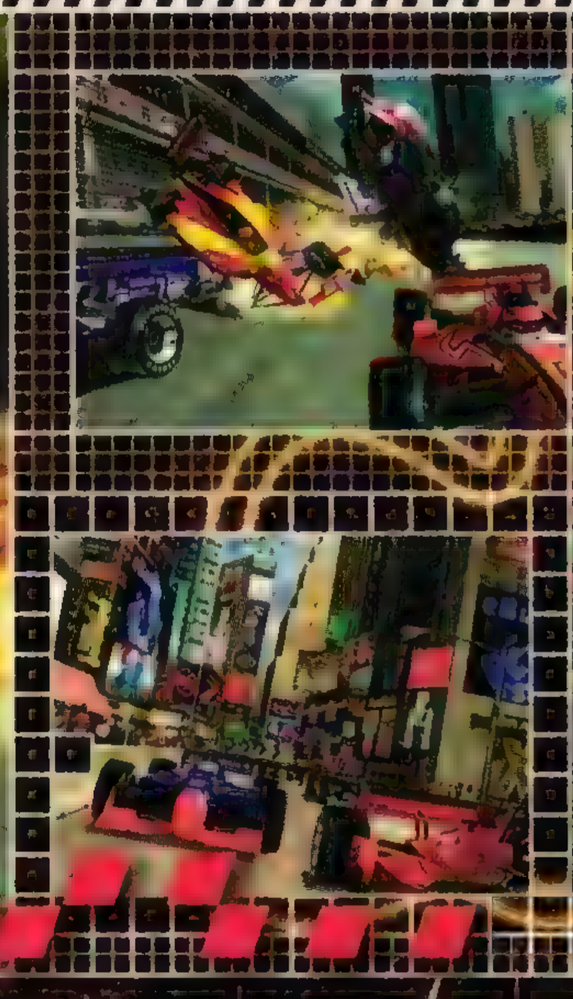

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PlayStation.2

E Violence

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PlayStation 2/DVD Player

Dark City

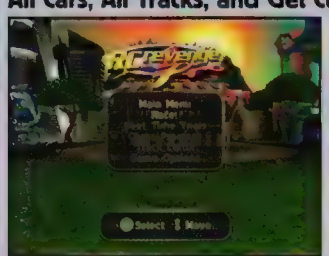
Hidden Animated Sequence

At the main menu, select Special Features, then choose To Shell Beach. You are asked to find several items within the DVD menu to access the hidden sequence. To find the first object—the bloody knife—return to the Special Features menu, then choose Cast and Crew. Select Keifer Sutherland, and, at the Keifer Sutherland screen, **press Left** so the bloody knife is blue, then **press** ×. You'll automatically return to the To Shell Beach screen and be prompted to find the doctor's card. Go back to the Special Features menu, select Neil Gaiman on Dark City, then **press Up** so that the doctor's card turns blue. **Press** × to return to the To Shell Beach screen. Go back to Special Features, choose The Metropolis Comparison, then select Original Weekly Variety Review. Advance to the fourth page, then **press Up** so the postcard turns blue. **Press** ×, and you'll return to the To Shell Beach game. Go back to the Special Features menu and select Cast and Crew. Go to the Crew page and select Trevor Jones. Advance to the 10th page of his biography and **press Up** so the souvenir is highlighted. **Press** ×, and you will return to the To Shell Beach game. Go back to the Cast page and choose William Hurt. Advance to the eighth screen of his biography and **press Up** so the clock turns blue. **Press** ×, and you will return to the game screen. Go back to Special Features and choose Set Designs. Advance to the seventh page with the syringe design. **Press Up** and the syringe will turn blue. **Press** ×. If you entered the items in the proper order, a hidden animated sequence will automatically begin.

PlayStation 2

RC Revenge Pro

All Cars, All Tracks, and Get Cups in Championship Mode



All Cars: At the Main Menu, **press L1, L2, R1, R2, ○, ↓**. If you entered the code correctly, you'll hear a sound and all cars will be available.

All Tracks: At the Main Menu, **press L1, R1, R2, ↓, ○**. If you entered the code correctly, you'll hear a sound and all tracks will be available.

Get Cups in Championship Mode: At the Main Menu, **press L1, R1, R2, L2**. If you entered the code correctly, you'll hear a sound. Select Race, then choose Championship. Choose your car, and, if you entered the code correctly, the silver cup will be available on the Championship Select screen. Repeat this cheat to acquire more cups.

PlayStation

Spyro: Year of the Dragon

Alternate Colors, Big Head Spyro, and More

Alternate Colors: Pause the game, then enter any of the following codes to change Spyro to the corresponding color. If you entered the code correctly, you will hear a sound and Spyro will be that color when you resume the game.

Black: Press Up, Left, Down, Right, Up, Down, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.

Blue: Press Up, Left, Down, Right, Up, Down, R1, R2, L1, L2, Up, Right, Down, Left, Up, ×.

Green: Press Up, Left, Down, Right, Up, Down, R1, R2, L1, L2, Up, Right, Down, Left, Up, △.

Pink: Press Up, Left, Down, Right, Up, Down, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.

Red: Press Up, Left, Down, Right, Up, Down, R1, R2, L1, L2, Up, Right, Down, Left, Up, ○.

Yellow: Press Up, Left, Down, Right, Up, Down, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.

2D Spyro: Pause the game, then **press Left, Right, Left, Right, L1, R1, L1, R1, Down, ○**. If you entered the code correctly, you'll hear a sound. Resume the game, and Spyro is two-dimensional.

Big Head Spyro: Pause the game, then **press Up, R1, Up, R1, Up, R1, ○, ○, ○, ○**. If you entered the code correctly, you will hear a sound. Resume the game, and Spyro has a big head.

Crash Bash Demo: At the title screen, **simultaneously press and hold L1 and R2, then press Down**. If you entered the code correctly, you'll automatically go to the Crash Bash Demo.

View Credits: Pause the game, then **press Left, Right, Left, Right, Left, Right, Down, ○, Down, ○, Down, ○**. If you entered the code correctly, you'll automatically view the game credits.

Dreamcast

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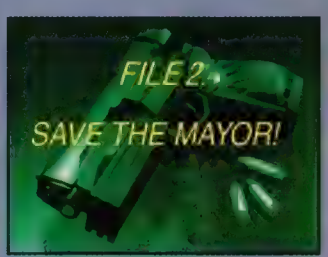
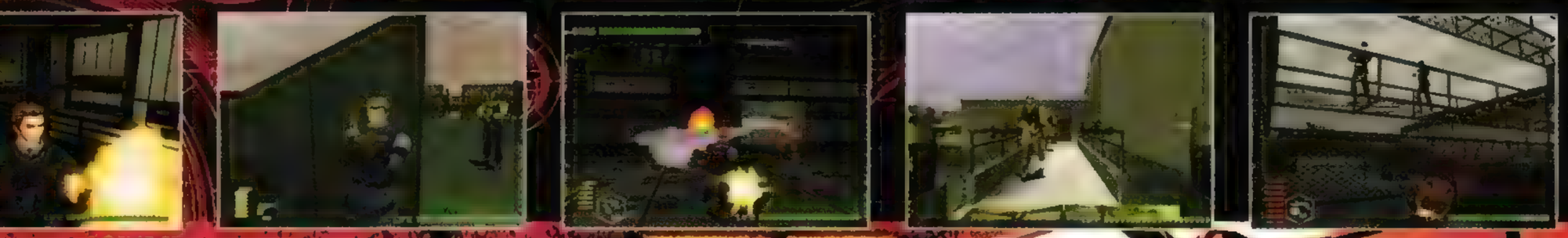
Play as Janet in Virtua Cop 2



Start a new game, select a stage, and, at the following File screen, **press and hold Start**. When the mission begins, you should play as the female Virtua Cop, Janet.



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